

The UK's **Best Selling** Nintendo Mag

Nintendo DS
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inside
p98

Nintendo

OFFICIAL MAGAZINE UK



ISSUE 143 AUGUST 2004 £3.75



STUNNING NEW ADVENTURE!
MASSIVE 12-PAGE BLOWOUT!

THE LEGEND OF
ZELDA
FOUR SWORDS ADVENTURES

Zelda + Mario
Tons of tips for GBA

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**GAMES
EXPLOSION!**



Pikmin 2



Animal Crossing



PLUS!

• **First-ever Mario Golf tips!** • **New Mario Tennis shots**
• **Fire Emblem** • **Second Sight** • **Donkey Konga** *plus loads more*

See Where It All Began



8 BIT, SIDE SCROLLING TIME TRAVELLERS?
GO BACK IN TIME WITH GAMES LIKE
MARIO BROS., DONKEY KONG,
THE LEGEND OF ZELDA, PAC-MAN AND MORE.
NES CLASSICS, ONLY FOR GAME BOY ADVANCE.

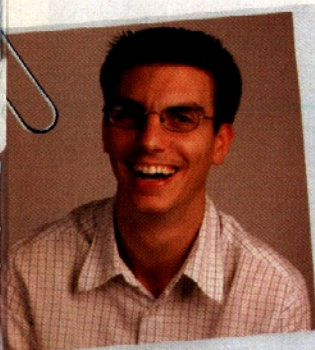
NES CLASSICS



GAME BOY ADVANCE SP

Welcome

Welcome to *NOM UK*



Last time we saw Link he was sailing away on that pirate ship, safe in the knowledge that it was all over for Ganon. Have my sword in your head!

Now *Zelda* is back in our exclusive preview of the English language version and you aren't going to have to wait for the ultra-realistic one shown at E3 to experience another classic. *Four Swords* isn't some stop-gap game, it's a belter from the word go. It's a multiplayer gem and Epona racing is instantly addictive. *NOM* Towers hasn't heard this much noise since Dan made the egg drop off the chicken's back in *Wario Ware*. As the name suggests, *Zelda* is certainly a legend, make no mistake about that. Check out our exclusive preview to see why...

Enjoy the mag!

Tim Street

Tim Street, Editor



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(and their fave multiplayer game of all time)

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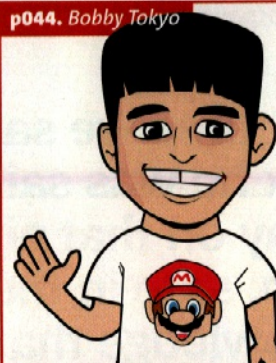
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Name: [redacted]
Age: [redacted] telephone number: [redacted]
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1. [redacted]
2. [redacted]
3. [redacted]
My three new ideas for features in Nintendo Official Magazine UK are:
1. [redacted]
2. [redacted]
3. [redacted]

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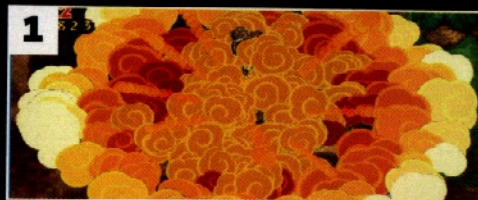
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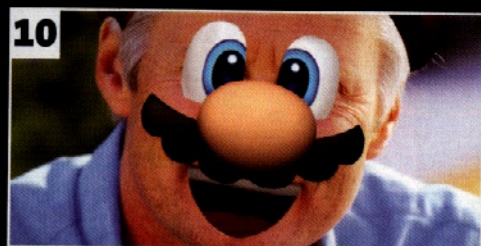
Cover Story preview

Legend of Zelda: Four Swords Adventures p006



10 Things we didn't know last month...

1. Grass and trees are highly flammable in Hyrule (*Legend of Zelda: Four Swords Adventures*, p006)
 2. There's a game with Megane in the title, but it doesn't contain a single car (*Big in Japan*, p040)
 3. Some buildings don't have windows, just doors and screws (*More More Mario*, p044)
 4. An Andy Hunter lookalike works at Nintendo Europe, not Walford (Marko Hein, p048)
 5. There will be no Will Young or Busted on 'Cube, much to Tim's disappointment (*Donkey Konga*, p060)
 6. Mike's girlfriend is better at games than he is (*Animal Crossing*, p052)
 7. Ancient looking video games have the BEST packaging (*The Big NES Competition*, p032)
 8. That we would have finally chosen the winner of our *NOM Idol* competition (*And The Winner Is...*, p028)
 9. The best animal you can put in a ball returns for a third roll-about (*Super Monkey Ball 3*, p028)
 10. Adobe Photoshop has a Mario Face Transplant option (Charles Martinet Interview, p026)



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p060



The Legend of Zelda: 4 Swords Adventures

We dig deeper into this multiplayer masterpiece to show exactly why you need it in your life.



Okay, so four Links can work together to push around some big blocks, lift some heavy stones and chop up large armies of soldiers. So what?

If that's simply all you think *Four Swords* has in store for you, you've got no idea. Not even slightly. The sheer genius and innovation packed into this wonder of a game will amaze you level after level. Most games exhaust their collection of original ideas very early on, and simply repeat the same ideas at a more difficult level for later stages. Not *Four Swords*. Even 15 stages into



the adventure, you will still be challenged by all-new concepts and new puzzles that are so clever you won't be able to contain your excitement. It'll have you leaping out of your seat and screaming out something like: "OH MY GOD THAT'S TOO COOL!"

So here are the 20 most jaw dropping moments we've seen in the Hyrulean adventure so far, that will end all scepticism and disbelief of its utter excellence. Join us in our movement — the *Four Swords* revolution. All doubters and 2D game haters, realise the errors of your ways...



The Easy Route

LEVEL: LAKE HYLIA



When gameplay switches to the GBA the game will sound a distinctive chime from your portable. You will

have to listen out for this chime because it's not just houses and holes in the floor that throw you onto the small screen...



□ As your Link disappears under the bridge you expect to appear on the other side a second later. But then your GBA chimes and there you are - under the bridge, shown on the portable



□ You reach a moat with a bridge guarded by angry soldiers. Damn. Lob those rocks and jump into the stream



□ You shift the large rock, and emerge on the other side of the bridge on the TV. The soldiers are totally baffled

“Once you see Four Swords in action you will no longer believe 2D visuals are a thing of the past.”

Flat But Flashy

LEVEL: LAKE HYLIA



For *Zelda* fans, the luscious effects in *Four Swords* are kinda' weird to look at. Your eyes are familiar with the 2D scenery - you've spent hours staring at them in *A Link to the Past*. But all these flashy *Wind Waker* effects keep popping up everywhere and it's sort of strange. But it looks awesome nevertheless.

That's cos 2D graphics are coming out of the dark ages again. Once you see *Four Swords* you will no longer believe that 2D visuals are a thing of the past, and just proves that you don't need a squillion polygons to make a good looking game. Just look at the waterfall in Lake Hylia. LOOK! You need to see this in motion, dudes. The fluid flow of the water as it falls is lush, and the vividly-coloured rainbow that is created from the misty spray at the base of the fall is gorgeous. There is a path that runs behind the water and as you run along it you can see the Links through the semi-transparent water.

Continue along that path and through a few small caves and you'll soon reach the top. What now? Leap into the water and throw Link down the waterfall. SPLOSH!! Oh yes.

Colour-coded



Remember those rooms in *A Link to the Past* where you could only get to that chest in the corner if you pushed the surrounding blocks in the correct order and direction? They were quite tricky, weren't they?

Block pushing is taken to a new level in *Four Swords* with the use of colour-coded

blocks. This huge room in the Cave of No Return has a number of treasure-filled chests dotted around the room. Blocking your way are a mass of coloured blocks that can only be pushed by the matching Link. This means that in multiplayer you'll have to work together. But YOU want the cash in the chests. You don't want to move your block for another player to rob your prize so you start mixing team play with competition.

You'll all be waiting eagerly for the player with the right colour Link to push that last block from obstruction. The second the gap is opened you slice him out your way, roll in with rapid pace and nab the cash reward. Your mate gets angry and bombs you. You kick his GBA out of his hand. It smashes. He punches your face. Friendship over. But never mind, he's not important - *Four Swords* is good in SINGLE-PLAYER, too.

LEVEL: CAVE OF NO RETURN



Blinded By Darkness

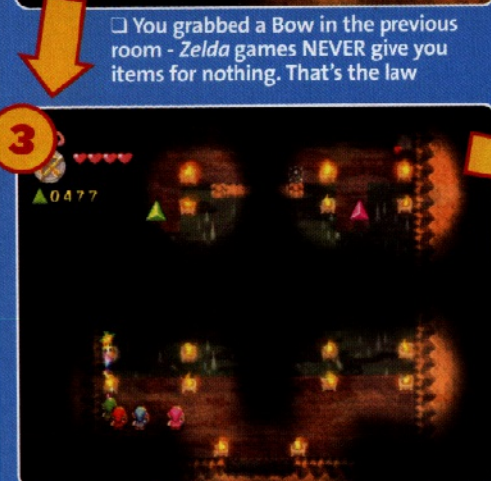


What lurks in the dark? You never know with *Four Swords*. A massive, Link-eating beast? A huge bottomless pit? Or maybe a BEZILLION BATS that want to gnaw you to death...

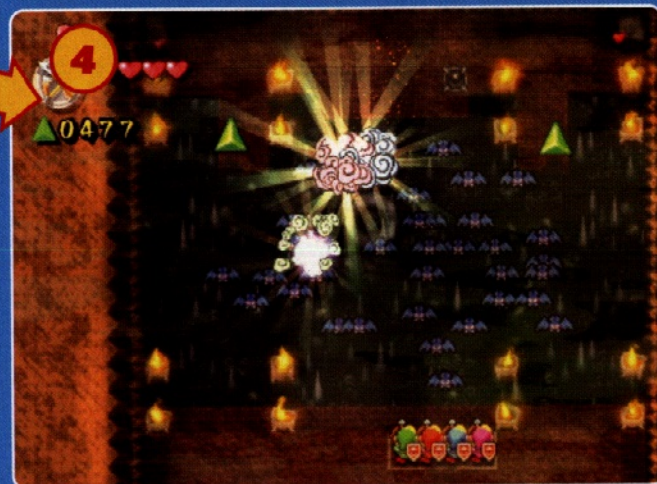
LEVEL: CAVE OF NO RETURN



❑ You walk into a large room. The whole cave is shrouded in darkness except for the four torches that shed a little light on a huge chasm in the centre. How the hell do you get across?



❑ You grabbed a Bow in the previous room - *Zelda* games NEVER give you items for nothing. That's the law



❑ The room lights up to reveal... BATS! DOZENS of them! The colony awakens, buzzing around as you ping arrows at them. DIE, DIRTY ANIMALS!

❑ You fire an arrow through the flames of a torch. Bingo - it catches fire and lights three more torches in its path. Quick, light the rest

Déjà Vu

LEVEL: HYRULE CASTLE



Link's new quest has all new dungeons. You won't know where anything is. But Nintendo have thrown in a few nostalgic treats with certain locations being SO similar to *A Link to the Past* it'll feel like you're playing a multiplayer version of the classic.



□ You begin the level outside the castle. You hum to the IDENTICAL music from *A Link to the Past*. There's the castle entrance, all very familiar to you

□ You can't get in through the front door but look... there's a secret underground passage. How did we know that?



□ LOOK... there's that throne again. Hmm... we reckon if you just push it to the left there might be... yep, thought so - a secret passage. How cool is that?

□ Although a little more spacious than before, the entrance hall is almost exactly the same. Jeez, those guards have been there for years

Linking Worlds

LEVEL: HYRULE CASTLE



Did you get stuck in the Deku tree when you first played *Ocarina of Time*? There's all that webbing blocking that door you needed to get through and it wouldn't

budge no matter how many times you tried to slice it.

Then you see the flaming torch. You know that you can light Deku Sticks - the game told you earlier. You consider trying to burn the webbing but you doubt it'll work

because few games had dynamics that clever back in the N64 era. You approach with the burning stick. You thrust it at the webbing and to your surprise (and relief) the webs burst into flames and disappear. It was amazing, but then, *Zelda* games never fail to



□ You entered this small room through the door at the top. The exit is the door at the south but this gap is in the way. How do you get across? We were baffled

□ Look on the TV screen and you can see a switch just south of the room. But we can't hit it from the outside. What if we lob a bomb through the door on the GBA?

□ Just like burning spider webbing in *Ocarina*, we doubted the game would be that clever. But sure enough, out popped the bomb on the TV. Problem solved

Cheeky Chicken

LEVEL: VARIOUS



The chicken (or Curco in Hyrule talk) is a part of the *Zelda* formula now. You've gathered them in pens. You've held them above your

head and leaped off cliffs trusting they'll flap their wings mad-style to hover you across a canyon. You've sliced one for a laugh and ended up having your ass pecked to death. Now they steal cash. Rude.



□ When one of these '?' Orbs appear on the screen you'll want to rush and grab it before anyone else does. It contains various rewards but the most common is THE CHICKEN



□ Useless you say? No. This chicken is slightly red. See it? That means he's a right nutter. He'll charge for another Link and rob 100 Force Gems for you. There's no escaping THE CHICKEN. He's wicked

"How about 50 of the mothers charging at you, all wanting to rip off a pointy ear for a souvenir?"

Ambush

LEVEL: HYRULE CASTLE



What's the highest number of enemies you've ever fought at once? Five? Ten? 20? Okay, so you've battered 100 Kirbys in one fight in *Smash Bros. Melee* but they enter in a steady flow. They don't all rush in together.

When you enter this room in Hyrule Castle you'll crap your pants. In the entire adventure of *A Link to the Past*, you never saw many more than five soldiers on the screen. Well, how about more than 50? Yeah - FIVE ZERO - a swarm of the sword-wielding mothers charging at you, each one wanting to rip off a pointy ear for a souvenir.

They aren't going to hang back either. They all want to stab you NOW. You've never seen so many sprites on one screen. If you don't take some serious evasive action your heart count will drop like Link's being chewed by a Chain Chomp.

It's time to go nuts and swing that Master Sword like a helicopter propeller. SLASH, CHOP, SLICE, STAB! Or of course, if you're playing in multiplayer you could simply run for your life and let the other players do all the work, like Kingsley does. What a wuss.



Lethal Weapon

LEVEL: THE COAST



You will instantly recognise all of Link's tools. It's the usual stuff: Bombs, Bow and Arrows, Boomerang and other weapons from Link's past

adventures. But in *Four Swords*, you can get them upgraded by the Great Fairy, making them more powerful than you've ever seen. These Fairies are well-hidden but worth finding for extra firepower.



❑ The second you enter this area 20 or more Zoras will begin bobbing their heads out of the water and spitting poison balls of death at you. Loads of them. EEK!



❑ Swim near the whirlpool and you'll be sucked into an underwater cave where you'll find a Slingshot, and a Great Fairy that'll upgrade it to a triple shooter. Yeah!



❑ Now what, Zoras? Four Links popping off three stones each. That's 12 stones in every shot. EAT THEM WITH YOUR MOUTH, YOU FISHY-SMELLING, AQUA PUNKS

"You can get your weapons upgraded by the Great Fairy, making them more powerful than ever."

Dark Link

LEVEL: THE COAST



Your dark alter-ego will turn up in almost every level with one aim... to make Link's life as difficult as possible. And the worst thing is most of the time he'll disappear before you even get a chance to take a swing at him.

In The Coast stage, he'll show up and start lobbing giant bombs onto the TV screen. If you don't escape to your GBA, as the game sternly warns, before that baby goes boom, it'll waste Link instantly. Boy does it blow too an octo-blast of flames that send a tremor rippling across the screen. BA-BOOOM!!! No messing. The second you see one you've gotta sprint to the nearest cave or hole in the floor or you're toast.

You'll really wish you could



leap up and smash Dark Link with your sword, or ping some Slingshot pellets at him but you can't. Once the bomb has blown, you've got to rush out and chop

some bushes in search of the next hole before he reappears and chucks another nuke onto the screen. Your only destination is the exit in the north-east of

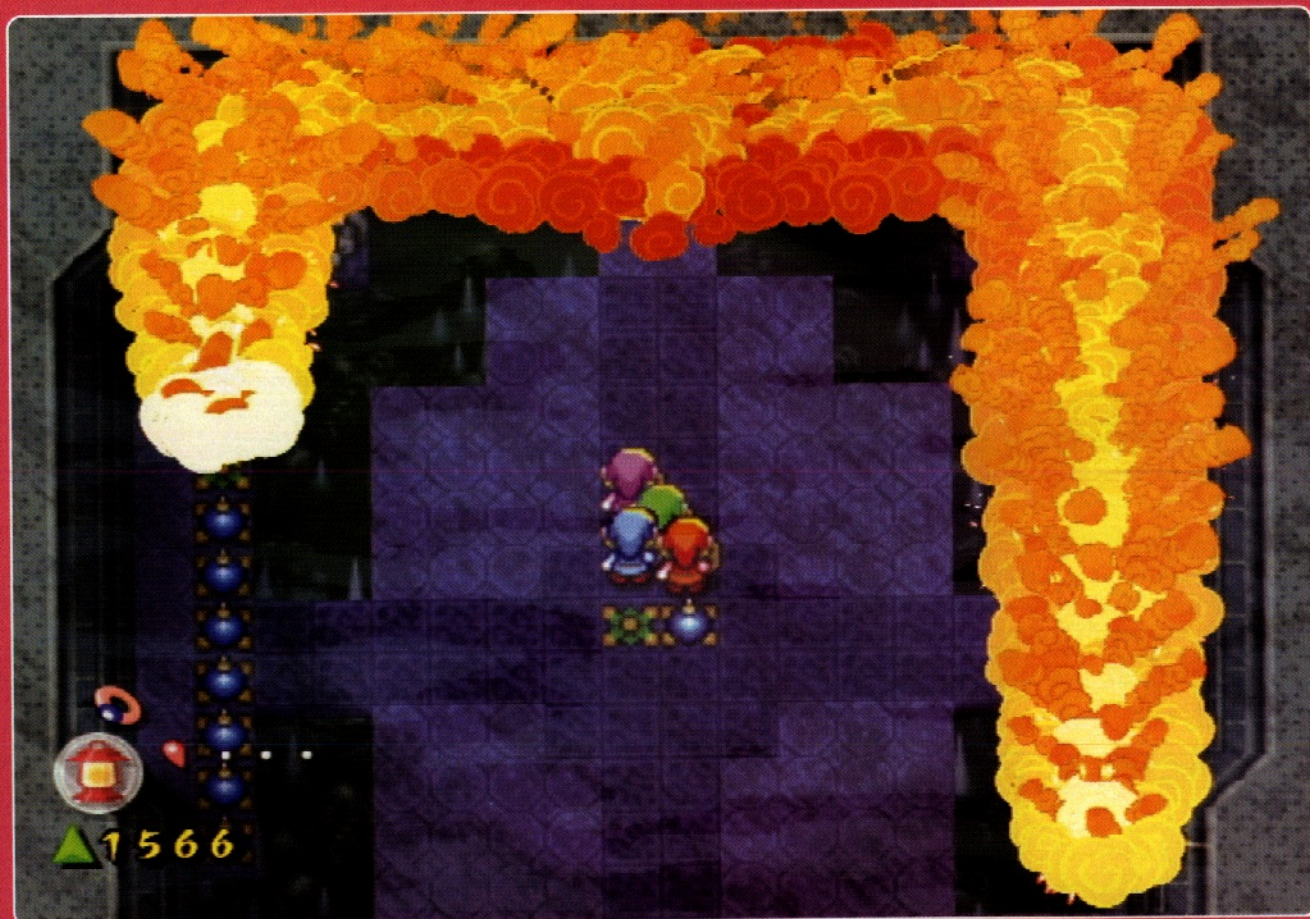
this area and you can't afford to slip up. You wouldn't want to die in multiplayer; the other players will nab your Gems before you respawn. The dirty thieves.

Warning: BOMBS!

LEVEL: EASTERN TEMPLE

Just look at that. The second we saw all of those meaty bombs we just had to hit one to see what would happen. This is the result - a chain reaction of super explosives that roar round the screen. If your GameCube's hooked up to a meaty sound system the multiple octo-blasts will make an earth-shaking rumble that'll shake your house. And the house next door.

Mike went into the cave through the east wall but he didn't realise that the bombs reappear. This meant that when he returned to the Room of Killer Combustion he was blocked in. How did he escape? He took a swing at a bomb with his sword and set the whole lot off in his face. BA-BA-BOOM! If *Zelda* was more like real life, Mike's lil' Link would've disintegrated on the spot, or dropped to the floor looking like a chargrilled chicken.



A Helping Hand

LEVEL: EASTERN TEMPLE

Just like in *A Link to the Past*, there are warp points (called Moon

Gates) that transport Link to a parallel world that appears on your GBA screen. But unlike before, thanks to the use of two screens,

players in the Dark world can interact with Links that are in the Overworld. This is the key for getting through this room...



Those balls at the bottom of the screen are impossible to dodge. But check out that Moon Gate. Only one player will be able to use it to get past the balls. We were stuck...



But on that lucky player's GBA screen, they will see the shadows of the other Links and can actually lift them up. Now carry them over the balls on the TV. Sweet



It'll take a few trips back and forth to haul each Link past the balls but soon enough you'll be able to push the four switches on the other side of the room. Supreme victory!

Link Almighty

LEVEL: DEATH MOUNTAIN FOOTHILLS

Did you ever get one of those medallions that gave Link a super magical power? You could finish the game without them but with their awesome enemy-slaughtering power, big fights were made a lot easier. Those medallions have made a return, but this time when you find them you can only use them once. That's okay though - one always seems to turn up right when you need it most.



❑ **BLOODY HELL!** How many are there? Look, there's a cave. **SPRINT!** We'll be safe in there. They're too fat to follow



❑ They're called Giants. Alright, he's not that big but he'll take quite a beating, and will charge at you and grab you if you don't run. One is okay. Three is challenging



❑ Down on the mini screen we wander into the cave to see two chests. Duh-duh-duh-DAA! We **ONLY** found the Quake Medallion.



Return of the Ball and Chain Man

You've seen this geezer before, swinging his spiked ball on a chain and slowly edging towards you to smack your head off.

If you remember he guarded the cell that held Princess Zelda in the basement of Hyrule Castle. You had to defeat him to get the key to unlock the cell door. But back then he was so slow he made it easy for you to nip into range, chop him and get out unharmed. He lost that fight but now he means business.

His chain is longer, now with enough range to reach most of the screen. His ball is bigger - it's friggin' massive now. And it leaves a trail of fire behind it, creating a protective ring of flames around the man in armour.

What he didn't prepare for, however, was the power of Roc's Feather. This item gives Link the most essential video game ability: jump. If you hit **B** in the air, Link points his sword down and slams into the floor, *Zelda II*-style. If you haven't figured out the winning method yet, you don't deserve to be told.

LEVEL: TOWER OF FLAMES



A Friendly Face

LEVEL: THE FIELD



It's great to see familiar faces on your journey into a new Zelda world. Epona, Tingle (okay, maybe not Tingle, the annoying fruit) and Malon. We hooked up with the Lon Lon

beauty, Malon, in The Field stage, but she didn't look too happy at all. But then, neither would you if a gang of soldiers were trying to shoot you with fire-spitting cannons



1

❑ "You alright, darlin'? It's chuckin' it down out 'ere. Where's yer umbrella?" But Malon wasn't in the mood for a pleasant natter. She's scared and lonely



3

❑ Two screens east you'll reach Lon Lon, where her dad (who must be Talon from *Ocarina of Time*) is waiting. He's grateful, but no free milk this time



❑ She asks you to escort her to Lon Lon Ranch not far from where you met. Fireballs and psychotic soldiers with arrows aren't healthy for young girls. She's WELL slow so you have to take extra care

"It's great to see familiar faces on your journey into a new Zelda world. Epona, Tingle, Malon, well maybe not Tingle."

Epona Fury

LEVEL: THE FIELD



There are absolutely dozens of enemies near Lon Lon Ranch in this stage. Taking them on

with just your sword is a tough task. Thankfully, that's not the only way. Not far from Lon Lon Ranch, you'll find an infinite supply of carrots. When you grab one, Epona (or a horse of some kind) will appear and you can gallop around on her back.



1

❑ Carrots in the Zelda universe don't come in crates or frozen packets - they come in transparent orbs. Weirdoes. Lob the orb and out it pops for Link to grab



2

❑ Suddenly, Link is on horseback and sprinting around the place at high speed. COOL. And you are Invincible too



3

❑ Now nobody can touch you, you can just enjoy ploughing your way through swarms of baddies, flattening them all like pancakes. But you must grab more carrots on the way or the horse will disappear.

Stop, thief!

LEVEL: KAKARIKO VILLAGE



Kakariko Village has always been the most pleasant place to visit in *Zelda* games. The friendly villagers, houses to explore and that blissful

music. In *Four Swords*, forget all that. The whole place is overrun with thieves who slam into you causing you to drop your Gems. What's worse, half the village is on fire. The gypsy-attracting funfair must be in town.



❑ This guy's been dumped by his wife. Get him a Cucco and he'll give you the Power Bracelet



❑ With your new strength, move the tree to get into the house. Release the man inside



❑ He hates thieves, and asks you to catch them all, and throw them into his pen



❑ They hide everywhere; caves, underground and behind trees. Soon enough you'll bust them all

"All of the green grass, bushes and tree stumps are flammable. It's cool, and is strangely satisfying."

Solid Link

LEVEL: INFILTRATION OF HYRULE CASTLE



This is one of the coolest parts we've seen in *Four Swords* so far because it's just like Forbidden Fortress in the early

stages of *Wind Waker*. You've got to get into the castle. You must avoid the searchlights or you'll get thrown in jail.



❑ The lights are responsive to sound. Pick up a pot and smash it and they'll quickly point the light to see what's going on



❑ Link has to make like Solid Snake and become invisible to the enemy. No running in swinging sharp metal in this stage. He's got to avoid those lights



❑ If you do get caught you'll end up in the slammer. The 'getting caught' jingle is the same as in *Wind Waker*. But we're not telling you how to escape



❑ If you manage to find the Hammer you can free a path into the moat, and swim past the lights. But they check the water too so Link has to do some swift diving. Move!

LEVEL: KAKARIKO VILLAGE

Let there be light



Most of the time, you won't even be able to get a stab at Dark Link before he disappears. But there are times when he chooses to stick around for a scrap.

He's quite intelligent. He won't just run at you, but he'll try to run round you to get a dig from the side. And if things get too much for him he'll run away, dropping bombs behind him. He's particularly cunning when you fight him in Kakariko Village.



❑ You fight the four Dark Links on the TV until one of them decides to do a runner into one of those holes, luring you in behind him. He won't escape



❑ He must be wearing some invisible night vision goggles because it's pitch-black down here and you can't see a single thing. Now you need your mates' help



❑ If another Link stands on the switch near the whole you leapt down he'll activate a light underground. But he must stay there or the lights will switch off



❑ Now the lights are on, you can do battle properly, and give that cowardly Dark Link a good kickin'. Just hope your mate doesn't step off the switch for a laugh

Chain reaction



All of the green grass, bushes and tree stumps in *Four Swords* are strangely flammable. It's like some crazy Hyrulean arsonist has doused every bit of greenery in the land with petrol, waiting for an innocent passer-by to light a fag. Put flames to one bush and the fire spreads rapidly, burning up whole plains of grass in seconds. It's cool to look at though, and gives a strangely satisfying feeling to solving this cunning little puzzle.

LEVEL: DEATH MOUNTAIN FOOTHILLS



❑ Look carefully. There's a secret cave behind that north wall but we can't get in. We know... try using the Hammer



❑ Our ultra-hammer-smash set off the bombs and the flames spread. The cave was rubbish but we're happy — we ruined this place

ESSENTIALS

THE DEVELOPER: NINTENDO

FAMOUS FOR:

Making awesome games starring a weirdly dressed, pointy eared dude. If you haven't played more than two *Zelda* games in your life, you're rubbish.

MULTIPLAYER: _____ OF COURSE

PUBLISHER: _____ NINTENDO

RELEASE: _____ 2005

REVIEW: _____ TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

You know the score. You don't need a predicted one. It's *Zelda*, it's multiplayer and it's absolutely mind-blowing fun. Get more GBAs now!

90%
PLUS



World of Nintendo

INSIDE World of Nintendo

GBA 2 IS ON THE WAY

After DS, comes GBA 2. Just in case you were in any doubt. **18**

KOIZUMI ON JUNGLE BEAT

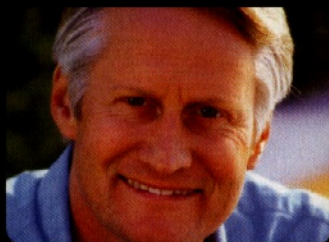
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NINTENDO REVOLUTION

A Special Report on the next console. Know the facts. **22**

THE DS IN NEW YORK!

Our spy gets exclusive new info with a hands-on in NYC. **24**



MARTINET INTERVIEWED

It's a-him! The voice of Mario talks to NOM. **26**

NOM IDOL WINNER!

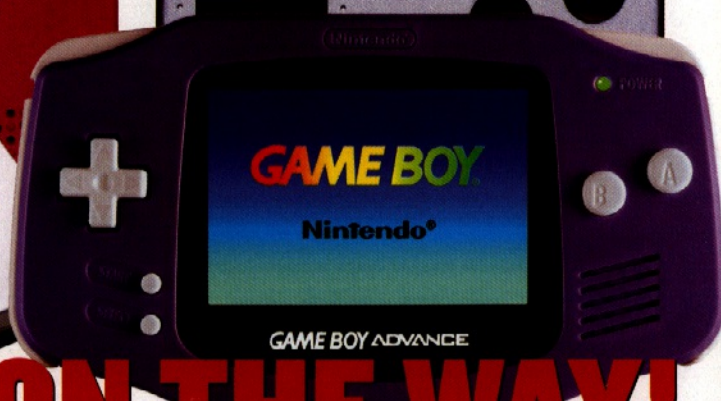
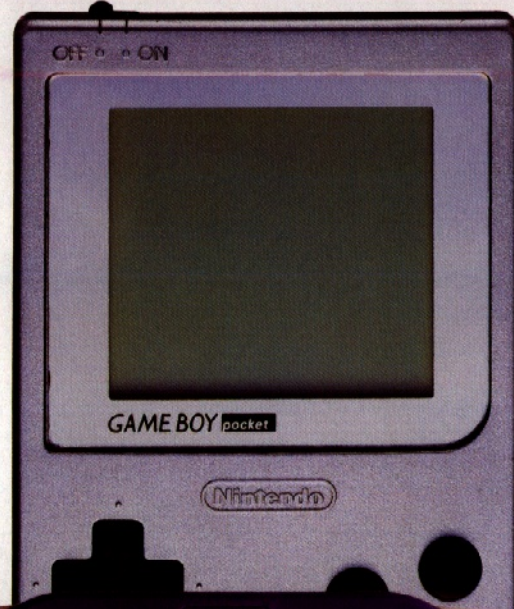
Finally, we have a little announcement to make... **28**

WIN A FULL NES SP SET!

Go retro NES crazy with our awesome competition. **32**

WARIO'S BRAIN BUSTERS

Twist your mind around the brand new puzzle section. **34**



GBA 2 ON THE WAY!

Nintendo reiterates what we already knew: the Game Boy juggernaut just keeps on truckin'.



Nintendo has confirmed that while the DS is to hit America and Japan this year, the development of new versions of Game Boy is already under way.

"New Game Boy iterations are under review right now, before the first DS is sold," said David Gosen, the outgoing Nintendo Europe managing director at a London event recently.

The news arrives after a spectacular showing of DS in Los Angeles at E3 in May. No further details have been given, but Nintendo has made it perfectly clear that DS is not the successor to GBA SP, so the assumption is that the next Game Boy will be GBA2.

Nintendo has made no further comment on the

matter at this point.

While details are thin on the ground regarding the machine, GBA2 will almost certainly pack wireless networking and 3D capabilities. It will not be able to make tea or float. It will almost certainly hook up to Nintendo Revolution, GameCube's successor, in some way, however. Which is cooler than swimming naked. With Eskimos.

But while Gosen said that future Game Boys are "under review", there's no reason to expect to see anything of GBA2 any time soon. Nintendo DS will take more than a little effort to launch globally, effectively tying down Nintendo to a launch of a new GBA to late 2005 at the very earliest according to analysts.



Berry good

Nintendo roll out multiple ways to fix the 'Berry glitch' in *Pokemon Ruby and Sapphire*



It's soft, loamy soil.
Want to plant a BERRY?



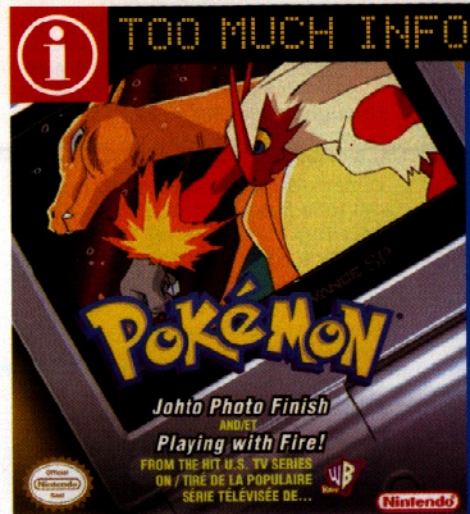
After you've been playing *Pokemon Ruby and Sapphire* for one year, something odd happens. The game clock effectively stops, affecting things like berry tree growth. You can still battle *Pokemon* and play normally, but Nintendo is keen to point out there are several easy fixes for this.

If you've downloaded Jirachi from the *Pokemon Channel* disc, your game has already been repaired. Likewise, if you've linked your GBA to *Pokemon Colosseum* you're also good to go. Failing that, you can return your cart to Nintendo for their engineers to fix for you. The address is:

**Nintendo
Service Centre,
Codestorm
House,
Walton Road,
Farington,
Hampshire,
PO6 1TR**



Make sure your team has less than five Pokéman and you've saved the game. Do this to get a special surprise gift to your game!



PIKA-VIEW IS GO!

In America, they have a GBA cart that plays episodes of TV shows like *Pokemon* and *Spongebob*. With a couple of episodes on each cartridge, they're going down a storm over there with younger gamers. Well, good news. Nintendo is looking at a UK roll-out of Game Boy Advance Video before Christmas.

CHU-CHU POCKET?

American games magazine *EGM* asked a load of Japanese game design luminaries what they'd like to do for DS. Toshiro Nagoshi of Sega mentioned *Super Monkey Ball*, Konami *Castlevania* and *Silent Hill*, and Sonic Team's Yuji Naka revealed Nintendo has specifically requested *Chu-Chu Rocket*.



SLUG INCOMING

We honestly thought there was more chance of ice forming on the sun than *Metal Slug Advance* getting released in this country. But SNK's awesome looking shooter has been picked up by Ignition Entertainment, and will be released in October.



WARIO SCORES

Generosity isn't a trait you expect from Nintendo's dastardly Wario character, but he's taking time out from counting his gold to cut you a sweet deal. The hilarious *Wario Ware: Mega Party Games* will be released on September 9th for the bargain price of £20. The twenty quid you saved will buy you a new joypad. This is a game you really **MUST** play in multiplayer. We'll have the full review next month.



Shipping a game with its own bespoke controller is hardly a new idea. It was Sega's signature move throughout the 90s, in fact. Problem is, what do you do with the controller when you've clocked the game it came with? Is it really worth shelling out for a fancy controller that only gets used for one game? That's not a situation Nintendo needs to worry about, after surprising the hell out of E3 with a brilliant new platform game that uses *Donkey Konga's* bongo controller. We spoke to the genius behind the idea, Yoshiaki Koizumi:



■ "Next question...OI! WAKE UP!"

Nintendo Official Magazine:
"How did the *Jungle Beat* project come about?"

Yoshiaki Koizumi: It all started when we were at the Kyoto headquarters. We were trying to come up with a way to develop a new *Donkey Kong* action game, and then we moved to the new development facility in Tokyo. Shortly after we moved, *Donkey Konga* was released with the bongo controller. We wanted the new DK action game to be a simple game that anybody could pick up and learn very quickly. So when we saw that controller, with its basic

inputs, we thought it just might be the perfect controller for the game we were trying to create. We began working with hardware and software developers to see if they could put the two together to come up with a unique player experience for a new game.

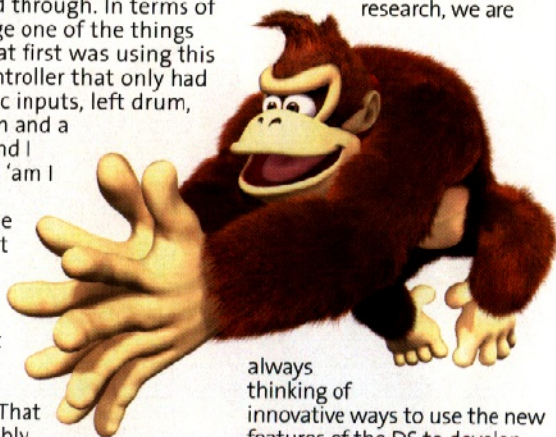
NOM: "What were the challenges you faced in using this new controller?"

YK: A lot of the games that have been produced, for example the *Zelda* games or the *Super Mario* games, require you to use a lot of buttons. There are lots of

things you can do with different button combinations - perhaps too many. In the past we have perhaps scared off some players with difficult controls, even if the game itself was not a difficult game. The theme from the beginning in developing this *Donkey Kong* action game was simplicity in terms of controls, so that was the first idea that we carried through. In terms of a challenge one of the things we faced at first was using this bongo controller that only had three basic inputs, left drum, right drum and a speaker and I wondered 'am I actually going to be able to put any creativity into the game that only uses three controls?' That was probably one of the largest challenges. Ultimately we found that we were able to create a game that was incredibly interesting and that used a wild combination of these three buttons to create both an interesting and fun user experience.

NOM: "Did using the bongos get you into a development mindset that would be beneficial when you started working on Nintendo DS games?"

YK: I didn't have any ideas that popped into my head while developing the game or that might be useful for a DS in the future. In terms of DS development and research, we are



always thinking of innovative ways to use the new features of the DS to develop new concepts in gaming control like the ones they have come up with in *DK Jungle Beat*.

NOM: *Jungle Beat* would work perfectly as a DS game, with some virtual bongos on the touch screen...

YK: I suppose it would.

Monkey Magic

NOM gets into the groove with the creator of *Donkey Kong Jungle Beat*, game design guru Yoshiaki Koizumi.



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Special Report: Revolution explodes after E3

Nintendo goes ever onward. What next after the E3 announcement?



With a few casual, throwaway words, Nintendo president Satoru Iwata announced GameCube's successor, the Nintendo Revolution, at E3 in May: and that announcement has sparked a storm of speculation.

The questions burned quick and brightly. Mr Iwata announced that the "time when horsepower alone makes an important difference is over," he launched a feverish discussion on the innovations this Revolution would offer the gamer. If it's not going to be more powerful than Xbox 2 and PlayStation 3, what is the machine going to bring to the table?

Still reeling from the shock of Nintendo DS, probably the bravest statement on the state of the global gaming nation in the past five years, developers and journalists alike have already offered a cascade of possibilities. According to the world's games pundits, Revolution will be WiFi networked, pack wireless peripherals, hook up to DS, provide "dip-in-dip-out" online games and will be broadband-only. No, really. Actually no, not really.

Before we get carried away (Revolution makes tea, is a spaceship, etc), what we know for an absolute fact about the machine at the front of the gaming world's collective mind right now is the following. Firstly the codename (note: it's a codename: it'll be called something else when it finally comes to market) of the next Nintendo console is Revolution. Secondly, Revolution will potentially be unveiled at the E3 show in Los Angeles next May.

And That's it. Really.

While that's all Nintendo's actually confirmed about

the machine, there's more to go on. Not even the information Fort Knox that is Nintendo Japan is bullet proof. Deals struck in the last two years mean we know IBM provide the processing core of Revolution in the form of a modified G5 chip (the latest CPU used in desktop Apple Macs), and ATI will lend graphics technology (these two companies already have their chips in GameCube). Hardly Earth shattering, but there we are.

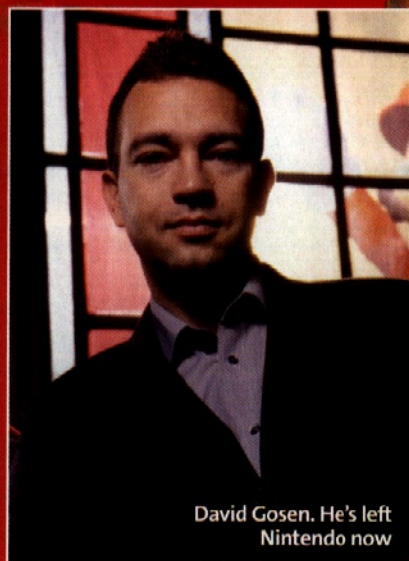
But that's not important. What's grabbing the gaming world's goat, polishing its horns and brushing its beard, is the innovations we can expect from Revolution, former Nintendo Europe MD David Gosen stated before his departure that Revolution will not simply be a box that plugs into your TV with controllers coming out of the front.

"In our industry, Nintendo is synonymous with innovation, extraordinary gameplay and fun," Mike Pole, head of Vivendi's worldwide development studios told *NOM*. "We're very supportive of all the major next generation hardware systems. As Nintendo has been an industry leader for more than 20 years, we expect its next generation offering to be very competitive. We are looking forward to seeing what it comes up with next."

Kuju chief Mark Washbrook, currently putting together *Advance Wars: Under Fire* for GameCube, was less vague with his predictions for the machine, pointing to the interface innovations Nintendo has made famous with the likes of GBA connectivity and the newly revealed DS, as a likely future for Revolution.

"Of one thing you can be certain," he said. "It is no accident that the next offering from Nintendo is called 'Revolution'. Nintendo has always focused on creating new types of gameplay. Its latest innovation, the Nintendo DS, unveils exciting new possibilities, adding a fresh new dimension to handheld

gaming. I expect to see this taken a step further with their new console, offering more innovative interfaces and more creative



David Gosen. He's left Nintendo now

tools to make even greater games."

Dave Perry, the head of Shiny and the man behind *Enter the Matrix* and *Earthworm Jim*, agrees. "I expect it will be used to up-sell the DS," he said. "Three screen gaming anyone?"

He went on to say he expected wireless peripherals and even wireless networking to make an appearance, possibly linking DS to Revolution through the medium of air. Living in the future is a lot to take in. "But no matter what Revolution is, I will buy it," he joked.

But the official line is revealing little, and eager pundits are likely to be kept guessing until E3 next year. In June Mr Iwata said that Revolution will be a console "of a different nature that does not follow the conventional path of new game systems that increase speed and visual quality for making elaborate games."

While ultimately, speculation is just that, puzzling quotes that promise an revolutionary leap in console gaming are going to keep the theorists theorizing until the eleventh hour. There was a time when games industry bigwigs hailing unknown quantities as the "next big thing" was cause for sighs and rolling eyes. Not after E3 and the unveiling of DS, it isn't. Vive la Revolution, and all that.

Leading the revolution

Since confirming the codename of Nintendo's next machine at E3, president Satoru Iwata went public again at an analysts meeting in Japan in June...

ON GOING THE SPLIT SCREEN ROUTE WITH REVOLUTION

"We have no intention of making a two screen console akin to the [Nintendo] DS."

ON USING REVOLUTION TO PUSH IN A NEW DIRECTION

"[Revolution is a machine] of a different nature that does not follow the conventional path of new game systems that increase speed and visual quality for making elaborate games. The rule of satisfying customers by increasing specifications worked once, but no longer applies now."

ON REVOLUTION'S WELL GUARDED INNOVATIONS

"In the next generation, gameplay is what's important, fusing technological innovation in various fields."

Mr Iwata uses DS to reflect sunlight into Mr Miyamoto's eye



TOP SECRET

Nintendo DS Update

Communiqué from Special Undercover Overseas Double Agent Chris Kohler.

JUNE 17th 2004, 1430 HOURS.

I'm here in Bryant Park, a small stretch of greenery set smack in the middle of the skyscrapers of midtown Manhattan. Today the park is lively with activity: to introduce their new SonyCard credit card, Sony is having a free public concert featuring John Mayer and Dido. The public lines up around the block for tickets.

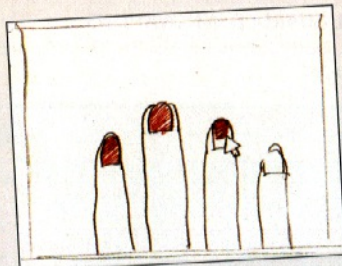
Suckers. While they're out in the rain, I'm right across the street in the luxurious Bryant Park Hotel. Nintendo is occupying the entire forty-first floor - the penthouse suite. Inside are literally all the games that Nintendo showed off at E3 - a chance for the journos to experience the games in a relaxed setting.

I make my entrance and begin to help myself to free sparkling water and cheeses. In between games, I grill the Nintendo reps. Is there any new information? They're reluctant to speak. But I press them until they reveal the following:

- * Battery life. The DS will run for ten hours on one lithium battery charge (depending on application).
- * Weight. The DS units were bolted down, but Nintendo had a free-floating one for us to hold in our hands. I held it with my left hand and pressed on the screen with the stylus in my right, and it felt perfect.
- * The DS Cart Slot. The DS games are tiny chips, a little smaller than SD memory cards for digital cameras. Don't worry that they'll break when you take them out, just push down on the DS card and it'll pop right up.
- * The GBA Cart Slot. On the bottom of the unit is the GBA media bay. Not only will the machine play GBA games, but the Nintendo reps confirmed that the DS can access both slots simultaneously. That means that hypothetically the GBA slot could be used for a hardware add-on like a motion sensor or a camera that works with DS games.
- * DS Functionality In GBA Games. Remember when you could put Zelda: Oracles into a Game Boy Advance, and the game would recognise that it was in superior hardware and give you extra items? Well, GBA games will know if they're inside a DS. Extra bonuses? Double screen functionality? Stylus-based minigames? It's all up to the designers.

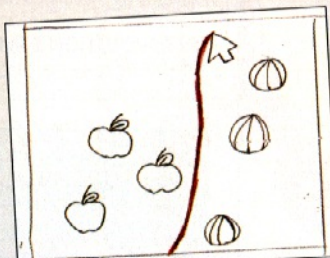
WARIO WARE UPDATE

There were no new games being shown at the event. But there was a new version of Wario Ware, with NEW MINIGAMES! Here are some police sketch artist renderings.



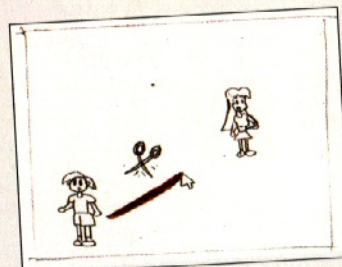
CRAZY FINGERNAILS

Paint all the fingernails shown. If you do a sloppy job, an ugly stylist's face will appear erase the nail and you'll have to do it again.



DIVIDE THE FRUIT

The screen is full of two types of fruit. Draw a line that separates them by type!



LOVE LOVE SCISSORS

Make a love connection between the boy and girl by drawing a line that joins them. But don't let the evil scissors get in your way!



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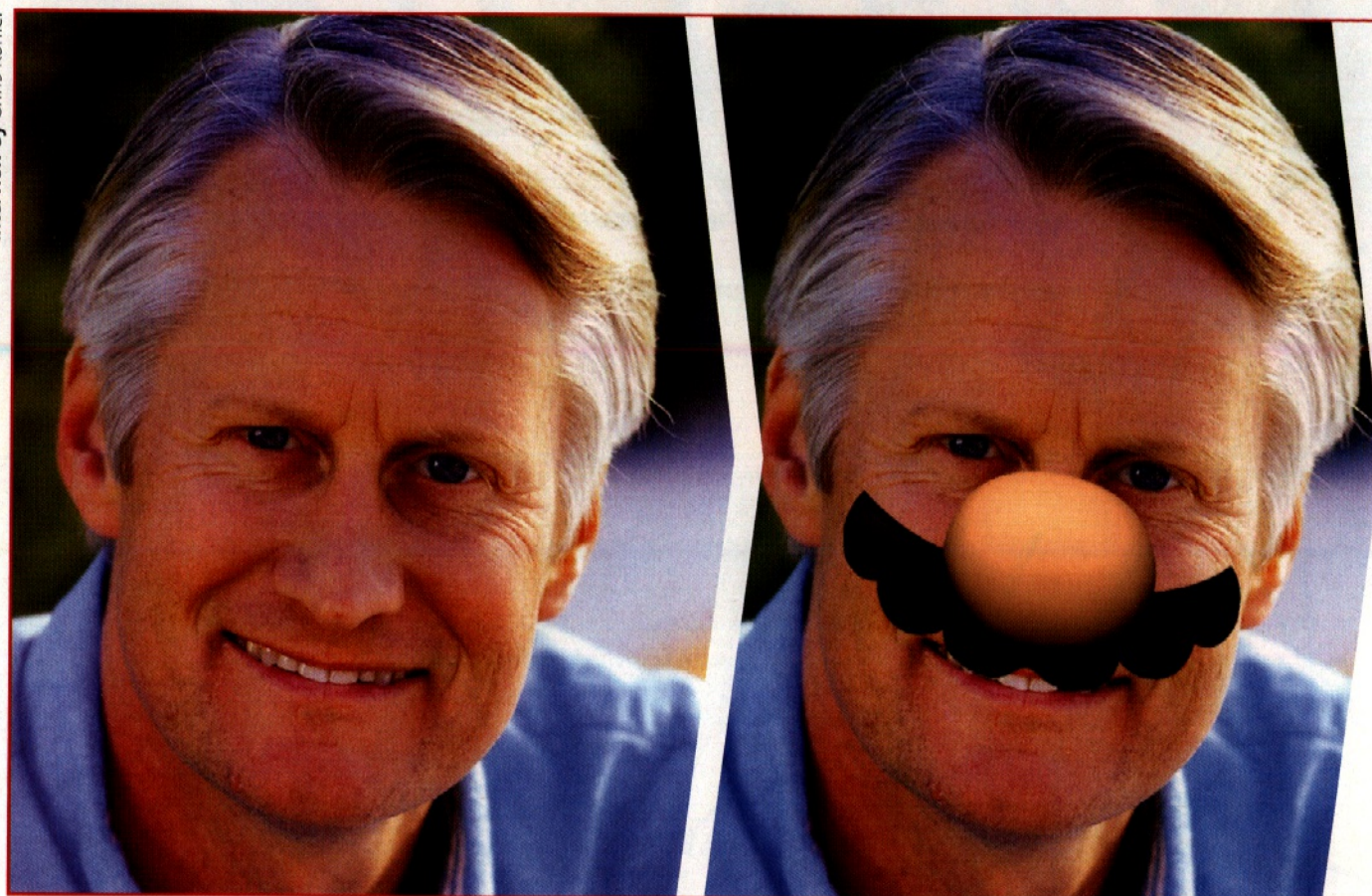
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Interview by Chris Kohler



Speak for yourself

The man behind the Mario voice does an interview as himself for a change. Thing is, Charles Martinet can't help himself doing the voice. He loves it.



Nintendo Official Magazine: So many people know this voice now, millions

and millions of people. How long have you been doing it?

CM: It's been about 12 years, and it's been an absolute joy, and fun, the playfulness, getting to see the world and see people who are so happy and so sweet. Working with Nintendo is fantastic - games, product announcements, press releases, trade shows and advertising. It's just a wonderful gift.

NOM: Tell us how you got the Mario job...

CM: It was around 1991. I actually crashed the audition. I'd never crashed an audition in my life, but my friend said, "Hey, you should go audition for this... plumber... in, uh, Italy... uh, for a trade show... that talks to people." And I thought, well, okay, you know? I was going to be in the neighbourhood and walked in the door and said

"Can I please audition?" The director had already put his camera away.

So he goes "Well, okay. You're an Italian plumber from Brooklyn and you're going to be talking at trade shows to people. You've got to be talking all day so make up something if you want.

Make up a video game, talk about video games, whatever you want to do. You start talking, and when you stop talking, I'll stop the tape." And I thought... you know, plumber... Brooklyn... what I hear is (gruff accent) "Hey, how ya doin'..." you know, a guy with his butt crack showing and everything. But then I thought well, if there's children there and people of all ages, they don't want to hear somebody abrasive and tough that way. I wanted to do something that's really fun. And all of a sudden, I hear 'Action!' So I said: 'Hello, it's a me, Mario! Woo hoo! Okie dokie! You an'a me, we gonna make'a da pizza pie!' And then

I made up this game about making a pizza pie, where you have to run and get some ingredients, and make up a pizza using them. And I just kept talking and talking about these pizzas until the tape ran out!

NOM: But where did that high-pitched, happy voice actually come from?

CM: That's the wonder of actually acting for a living. I did a version of *The Taming of The Shrew* at a repertory theatre many years ago. But they'd altered the script so it took place in modern Italy, and the main character was an American GI who went back after WWII to find his bride. And I played the part of Gremio, who was the oldest Italian man in the world (laughs). Heeeeey, buongiorno... So that was hilarious silly fun, and I must have been thinking about that at the audition, somewhere in my little brain.

NOM: How long did you have to think about it?

CM: About ten seconds!

NOM: So you must have met Miyamoto many times.

CM: Oh yes I have met him many times. And what a wonderful person he is. Just talking with him, you're sitting there thinking "Wow... this guy created this entire life change for the whole world, and he's just as nice and sweet and humble as any person you'd ever hope to meet."

NOM: Describe for us a typical recording process for one game. How many days does it take and where do you do it?

CM: Some of the GBA games only take about a day. A few hours at the most. The GameCube games can take a lot longer because of the intros. They can take anything up to an extra day to record, so I get to spend a wonderful night in beautiful Seattle.



NOM: You did all the voices for *Wario Ware*, too, right? Do you like those games?

CM: Totally, totally fun. So crazy. And now the Nintendo DS version, it's just insane. I am so completely in love with the Nintendo DS. I can't wait to have one. It's life-changing fun. It's like when you first get on the Internet.

NOM: Was the DS theatre the first day you ever did an appearance for Nintendo as Charles Martinet?

CM: Yes. Well, actually last year they were supposed to have a dance troupe go out, but they had some technical difficulties. So Ralph Miller, who initially hired me all those years ago, told me to go out and introduce myself, then introduce the dancers. So I went out and said "Hello, my name is Charles Martinet. But you probably know me better as.... Mario! Woo-hoo!" And the response was so great to that. And I

signed autographs for a while, which was great.

NOM: When you first started with Nintendo, had you played many videogames at all?

CM: You know my video game experience was in college playing *Pong*, *Tank* and *Space Invaders* but that was about it. But they were very good in teaching me how to play, what to play, etc. But they sent me a NES, and I had the *Duck Hunt*/*Super Mario* game. And in those days you couldn't save the game so you had to get farther and farther, little by little. I think I started playing one day at around noon, and I stopped at about two in the morning. I'd gotten to that one abyss, where you have to do a running jump to get over it, and I kept falling off. And of course I was trying to call the Nintendo support line but they're not open at two in the morning. I finally just put it down. And started playing *Duck Hunt* and I'm thinking, go to bed. go to bed! I finally went to bed at

about three in the morning and I can see little Mario running in my dreams. Running and running. And of course, the next morning I called the support line and they told me how to make the jump. And I did it and as I sailed over the abyss I said, Woo-hoo!

NOM: And you were 35. What do you think it was about those games that hooked you as an adult player who hadn't had much experience? Do you think that games have lost that appeal for older players?

CM: The 3D world of games today, for those of us used to playing in a 2D world, is a little intimidating. But I tell parents, go back to the games. Go back and play again. Because eventually you'll figure it out.

NOM: And yet they've been getting more immersive in terms of cinematics, and voice is a big part of that. What do you think voice does for video games for the player?

CM: It fills in the picture, creates an active place for imaginations to go. I think a voice has the ability to be the icing on the cake that really brings joy and fun and something people can relate to. I just hope it's not too much like hearing Baby Mario crying where you really get annoyed at it after a while.

NOM: As an actor do you want to see more in terms of cinematic games with in-depth stories and lots of dialogue?

CM: I like those, I enjoy them a lot, but my preference are discovery games like *Mario*, discovering the genius of Mr Miyamoto and how to do things and how to get to the goal. I like games that are about fun and don't have a whole lot of destruction in them. Although I know that some people really love the bang 'em-up, shoot 'em-up, steal-a-car games. I think that's only natural. And it's fun. I do think they create a sense of problem solving and creative imaginations unfurling. And that's a great thing.

NOM: You played Michael Douglas' father in *The Game*, right after *Mario 64* came out. Did anybody on the set recognise your voice?

CM: No, but some people were interested in what I did and when I told them that I played Mario, they were always saying; "Do the voice for me, do the voice for me!"

NOM: Did Sean Penn ask you to do the voice for him?

CM: No, unfortunately I never had the chance to meet him because he shot his stuff at different times to me.

"I am so completely in love with the Nintendo DS. It's life-changing fun. It's like when you first get on the Internet"

Nintendo OFFICIAL MAGAZINE UK READER SURVEY

You've answered our prayers!

We asked: Are you pleased that *Animal Crossing* is hitting the UK?

■ Even though I already have it from import, I am pleased it is coming to the UK 'cos Nintendo fans deserve to play this fantastic game.
ADAM MOSS

POLL RESULT

**YES 80%
NO 20%**

■ I am absolutely ecstatic about *Animal Crossing* finally coming to these shores. It has been my most anticipated game since it was first announced on the N64, and I was beginning to lose faith in the Big N!
THEO FRASER

This month we ask:

Is Revolution a cool name for a console? Do you have a better one?

We love it! But only just...

We asked: Do you like the Tribal Edition GBA SP?

POLL RESULT

**YES 60%
NO 40%**

■ I love the patterns on the new GBA SP, it's got to be the coolest one yet. I don't care what people say, Nintendo's new invention will make me stand out from everyone else.
GUY RYANS

■ I don't really like the look of it. The tattoos look rubbish and after seeing the Nintendo DS I know what I'm saving up for.
NICK GREENBANK

■ I'm a Pokémon fan and I'd prefer a Groudon or Kyogre GBA SP! I know they were limited edition but I can't find them anywhere. Make some more!
LEE DAFFERN

This month we ask:

Do you like the clamshell design of the Nintendo DS?

Email YES or NO and a brief comment to: michael.jackson@emag.com - don't forget to include your name!

Ready... Go!

The man behind MeeMee talks about a brand new *Monkey Ball* game.



Monkeys in games are mint and we're going to see more of them in the future if the creator of *Monkey Ball* has his way.

In an interview for NOM's website, Toshiro Nagoshi, the mastermind behind the GameCube classics, said that he knew it was a popular game and that they've been working on the next version.



■ Mr Nagoshi was famous for his *My Way* on the karaoke



■ If *Monkey Ball 3* isn't for 'Cube, we'll kill AiAi. No messing

He even lifted the lid on how surprised he was that *SMB* had such a following, especially the manic minigames, by saying he was afraid 'it wouldn't sell outside Japan' and that it was 'a surprise to actually see the degree to which the minigames became popular'.

Let's just hope we see some more classic minigames on the next instalment and that the third title will be about skill and less about luck as you charge around collecting those bananas. Just a word of warning though, if we see silly stuff like *Switch Inferno* again we're gonna wig out.

Send your ideas for new minigames to the usual address...

AND THE WINNER IS...

NOM Idol is finally chosen by our very own Simon Cowell

Nom Idol



■ After weeks of furrowed brows, deliberation and arguments, we've finally reached a decision on the winner of NOM Idol.

Rob Burman from Cleethorpes will be the new staff writer here at NOM after beating hundreds of applicants to the job. Rob, who is currently a video games reviewer at the Grimsby Telegraph has been a die-hard Nintendo nut since the days of the NES. The fact that he said he was an avid badminton player didn't sway our decision. Honest.

As for all you unlucky applicants all is not lost because we'll be in touch with everyone who entered NOM Idol for your chance to

win some exclusive prizes in a new reader reviewer section. It was felt by the Simon Cowells here at NOM that the decision should be made by the big cheeses rather than be put to a public vote, but you'll still

get your chance to be in the hallowed pages of NOM.

You'll be seeing a lot more of Rob in the coming months and thanks to all those who entered. Just keep an eye out for a letter from NOM very soon!

Name: ROB BURMAN

Age: 22, telephone number: [REDACTED]

The best Nintendo games ever made are:

- 1 SUPER MARIO 64
- 2 METROID PRIME
- 3 POKEMON RED

My three new ideas for features in Nintendo Official Magazine UK are:

- 1 3D OR NOT 3D? THAT IS THE QUESTION
- 2 A DAY IN THE LIFE...
- 3 HOW A GAME GOES FROM DEVELOPER TO THE SHOPS

The question I'd most like to ask Shigeru Miyamoto is: WHAT'S JAPANESE FOR 'PANDIT'?

IS GOING TO KICK ASS?

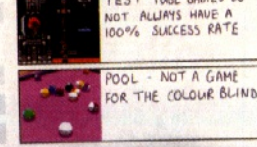
The last game I completed was:

BEYOND GOOD AND EVIL

My idea for a cool free gift for the magazine is:

GASHAPON FIGURES/KEYRINGS

Caption these screenshots below in less than 15 words:



TEST TUBE BABIES DO NOT ALWAYS HAVE A 100% SUCCESS RATE

POOL - NOT A GAME FOR THE COLOUR BLIND

funk up your fone

UPDATE UR MOBY WITH THE LATEST TONES AND GRAPHICS



MONO & Polyphonic Ringtones

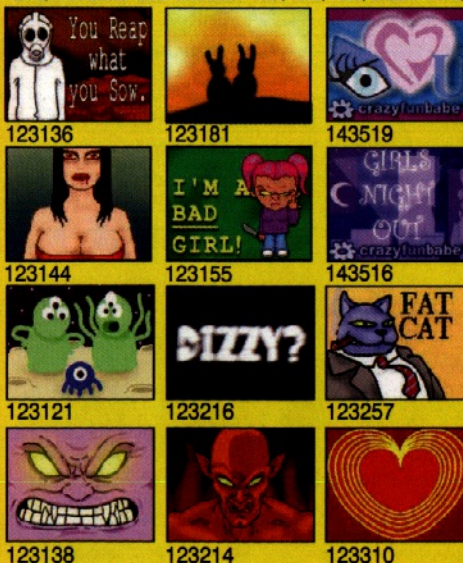
UPDATE YOUR PHONE WITH A ROCKING NEW TONE!

For polyphonics, phone must be wap enabled.
For compatibility see below

CHART TONES	MONO	POLY	FOOTBALL	MONO	POLY	TOP SELLERS	MONO	POLY	TV & FILM	MONO	POLY
Eamon - F**k It	149031	147890	Arsenal - Vi-erra	122960	122961	Where Is The Luv - Black Eyed Ps	120393	121454	Airwolf	100621	108213
D12 - My Band	149725	149355	Arsenal - Amazing Reds	122962	122963	Fields Of Athenray	100381	108273	A Team	100682	107898
The Rasmus - In The Shadows	149400	146287	Aston Villa - Holteenders In The Sky	122964	122965	2 + 2 = Radiohead	143300	126719	Axel F	100010	108195
Anastacia - Left Outside Alone	149210	149132	Aston Villa - Roll Along	122966	122967	Halloween theme	100048	109159	Eye Of The Tiger	100687	108299
Usher - Yeah	148960	146155	Chelsea - Blue Is The Colour	122984	122985	Superstar - Jamelia	124982	125020	Friends	110615	108276
McFly - 5 Colours In Her Hair	149257	149265	Chelsea - Super Franky Lampard	122986	122987	Lose Yourself - Eminem	138518	107810	Good, Bad, Ugly	100689	108621
Wolfman - For Lovers	149726	149336	Chelsea - We are the famous CFC	122988	122989	X Gon Give It Ya - Dmx	101360	116167	Friends	110615	108276
DJ Casper - Cha Cha Slide	148623	148627	Everton - He was Just 17	122990	122991	Skater Bol - Avril Lavigne	108011	110068	Halloween	100048	109159
Special D - Come With Me	149401	146306	Everton - You Are My Everton	122992	122993	You're A Superstar - Love Inc	109977	107822	The Hulk	101155	109167
Twista - Slow Jamz	144418	144416	Leeds - We Had Joy	122998	122999	Pass That Dutch - Missy Elliott	143849	126080	Italian Job	100691	107026
A. Faltskog - Change Your Mind	149727	149728	Liverpool - You'll Never Walk Alone	123006	123007	Pink Panther theme	100632	107771	Jackass	102708	117260
Joe feat. G Unit - Ride Wit U	149729	149366	Liverpool - We All Live In A Red..	123008	123009	Bat Out Of Hell - Meatloaf	100343	119445	James Bond	100016	107023
JC Chasez - Blowin' Me Up	108078	125680	Man City - Blue Moon	123012	123013	Come Undone - Robbie	112605	115736	Jaws	100764	109171
Narcotic Thrust - I Like It	149402	149344	Man United - Our Trophy Back	123016	123017	Breathe - Blu Cantrell	120539	120508	Lord Of The Rings	101158	108715
Janet Jackson - Just A Little While	149730	149133	Man United - The Great Escape	123018	123019	Xtm & Dj Chucky - On The Wings	116215	118500	Mission Impossible	100142	107896
Blue - Breathe Easy	149211	149214	Middlesbrough - Boro Till I Die	123024	123025	Lose Yourself - Eminem	108002	107810	Miami Vice	101308	109117
N.E.R.D. - She Wants To Move	149130	148029	Newcastle Utd - Blyadon Races	123026	123027	Bring Me To Life - Evanescence	110559	111603	Only Fools & Horses	101226	109069
Hilary Duff - Come Clean	149003	146326	Newcastle Utd - 1 Alan Shearer	123028	123029	Clocks - Coldplay	108122	111125	Pulp Fiction	100695	108476
Beyonce Knowles - Naughty Girl	149050	149051	Southampton - Mr Eriksson	123034	123035	Simply The Best - Tina Turner	100802	120612	Raiders Of The Lost Ark	100126	109223
Britney Spears - Toxic	148622	146096	Southampton - When The Saints	123036	123037	Great Escape	100382	123019	X Files	100160	109022
DANCE	MONO	POLY	Glory Glory	123038	123039	ROCK MUSIC	MONO	POLY	Simpsons	102191	107052
Gia - Despina Vandi	140279	138348	Spurs - We Are Tottenham	123040	123041	Going Under - Evanescence	122505	123070	Terminator	101086	109255
Good Luck - Basement Jaxx	146054	143730	Wolves - King Kenny Miller	123042	123043	The Boys Of Summer - The Ataris	122485	124623	RNB CHART	MONO	POLY
So Confused - 2play Ft Raghav	146159	146160	Wolves - Hey Jones E'	123044	123045	Bring Me To Life - Evanescence	110559	111603	Hey Mama - Black Eyed Peas	149069	149074
Somebody To Love-Boogie Pimps	144376	117101	There's Only One....	123048	123049	Did My Time - Korn	123328	121873	If I Can't - 50 Cent	112700	126530
Born Slippy Nuxx - Underworld	126478	116975	We've Got That Double Feeling	123052	123053	St Anger - Metallica	120383	120615	Baby I Love You- Jo Lopez	148923	144515
Fly On The Wings Of - Xtm & Dj	116215	118500	Here We Go	123056	123057	Faint - Linkin Park	112692	120216	Yeah - Usher	148960	146155
Make Luv - Room 5	111639	111643	Match Of The Day	123058	123059	The Anthem - Good Charlotte	110370	123074	The Way You Move - Outkast	125613	126028
Boys Of Summer - Dj Sammy	110321	110627	OLD SKOOL	MONO	POLY	Headstrong - Trapt	111160	N/A	Must Be Love-Fya	148626	148019
Logical Song - Scooter	102313	107043	Let Me Be Your Fantasy - Baby D	-	116148	She Hates Me - Puddle Of Mudd	102548	N/A	Dude - Beenie Man	148967	148628
Weekend - Scooter	112641	112592	Rappers Delight - Sugarhill Gang	111774	111849	Sleeping Awake - P.O.D.	116230	N/A	Can't Get Enough - Raghav	149041	148014
Ur A Superstar - Love Inc	109977	107822	Hanging On A String - Loose Ends	111755	111830	Somewhere I Belong - Linkin Park	111021	111688	She Wants To Move Nerd	N/A	148029
Rubberneckin - Elvis Presley	124657	124635	Gotta Have Your Love - Mantronix	111764	111839	Times Like These - Foo Fighters	110059	107856	Fell In Love With A Boy - J Stone	148947	146259
Who Said - Planet Funk	122492	121696	Cant Hide Your Love - David Joseph	111734	111809	Minerva - Deftones	117180	117186	Clubbin Marques Houston	149072	149077
All In My Head - Kosheen	121730	121533	All Night Long - Mary Jane Girls	111779	111854	Mobscene - Marilyn Manson	116924	117261	Through The Wire - Kanye West	148988	146290
Golden Path - Chemical Brothers	124545	124338	Kiss From A Rose - Seal	100078	108564	Young & Hopeless - Good Charlotte	120300	N/A	Another Day - Lamar	148360	146297
Husan - Bhangra Knights	116956	116678	Gonna Go My Way - Lenny Kravitz	-	109352	Addicted To Love - R Palmer	111616	111514	Badaboom - B2K Feat Fabolous	144374	N/A

fun wallpaper

COMPATIBILITY: NOKIA: 3650, 6600, 7650, MOTOROLA: T720, SHARP: GX10, PANASONIC: GD87, ERICSSON: T681, T300, P800, SAGEM: MYX5.



Phone must be wap enabled. For compatibility see below

skool wallpaper

NOKIA: 7650, 3650, 6600, 7210, 6610, 6100, 5100, 6200, 6800, 7250, 6220, 3300, 3100, 7250, 3200, MOTOROLA: T720, SHARP: GX10, PANASONIC: GD87, ERICSSON: T681, T300, T610, P800, SAGEM: MYX5.



Phone must be wap enabled. For compatibility see below

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Then send to

81618

Please leave spaces
between words & codes

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Phone must be WAP activated before you order. You will be charged for
the call plus the normal cost of a download from your WAP provider.

Calls to 0905 072 Numbers cost a max of £3. Text ordered products
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billpapers permission. In addition persons under the age of 16 should
seek parental/guardian consent prior to ordering. **Calls from mobiles
may cost more - we suggest you use a landline** Customer support
0871-872-9899 or write to PO Box 9107, Birmingham B7.

COMPATIBILITY
POLYPHONICS - Nokia: 3100 3300 3510i 3650 5100 6100 6610 6650 6800
7210 7250 7650 8910i Samsung C100 E400 T100 Ericsson T610T310 P800 T681
Panasonic GD87 GD87 Motorola C350 Sagem MYX5 Siemens SL55Alcatel 735 332
N Gage
MONOS Nokia: 3210 3310 3330 3410 5210 6210 8210 8310 8850 9110i
9210 Motorola V50 V100 V8088 Talkabout 191/2 Timeport 250/60 Sagem MC930
932936 939 940 949 950 959/R 3000 MW939 Ericsson T39 R520m2

Come on and do the Konga!

Play bongos with monkeys as Nintendo's Summer road trip tears across the UK.



Planning on going somewhere hot this summer? Cancel it. Say adios to the Costa Del Sol, and hello to the Northampton Balloon Festival as Nintendo brings summer home. The *Nintendo Konga Beach Road Trip* is making 18 stops up and down the country, giving you hands-on time with some future Nintendo classics.

Obviously the bongo bashing *Donkey Konga* is the star of the show, but the 40ft Konga Beach Shack will also have playable versions of the likes of *Animal Crossing* and *Pokemon FireRed* and *LeafGreen* months before they're in the shops. You'd be gutted if you missed a chance like this.

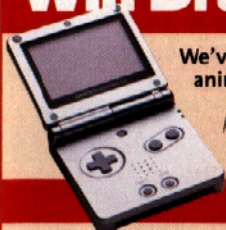
Better still is that every attendee can enter into the prize draw to win a Jeep Wrangler. Not a toy one, an ACTUAL CAR. There are also *Donkey Konga* competitions to win Game Boy Advance and GameCube consoles, giant inflatable bananas and t-shirts.

The tour kicks off on July 24th on the sandy beaches of Birmingham. Most of the venues are Woolworths 'big W' stores, with a few exceptions. Here's the full list:



• July 24th	Woolworths big W	Birmingham	• August 13th	Woolworths big W	Bradford
• July 25th	Woolworths big W	Tamworth	• August 14th	Woolworths big W	Bolton
• July 28-29th	London Zoo	London	• August 15th	Woolworths big W	Manchester
• July 30-31st	Longleat Center Parcs	Wiltshire	• August 18th	Woolworths big W	Norwich
• August 1st	Woolworths big W	Newport	• August 19-22nd	Balloon Festival	Northampton
• August 4th	Woolworths big W	Beckton	• August 26th	Woolworths big W	Coventry
• August 5th	Woolworths big W	Newark	• August 27-30th	Town & Country Festival	Warwickshire
• August 11th	Woolworths big W	Hull	• September 1st	Woolworths big W	Bristol
• August 12th	Woolworths big W	Rotherham	• September 4-5th	Woburn	Milton Keynes

Win Dragons and Bandicoots!



We've got *Spyro* and *Crash* games up for grabs! Not the actual animals. That would be impossible and cruel.

Thanks to Vivendi Universal, we have three copies of *Spyro* and three copies of *Crash Bandicoot Fusion* to give away.

There's also a first prize of a gleaming new GB Advance SP for the first prize winner. So what you waiting for? Enter already!

HOW TO ENTER

BY TEXT: Write "nomcomp FUSION", then the letter of your answer and send it to 83149.

BY PHONE: 0905 053 1102

BY POST: Send your name, address, telephone number and your answer to: The *Spyro* and *Crash* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

? QUESTION

A dragon appears on the flag of which UK country?

- a. England
- b. Wales
- c. La-La Land



SPIDER-MAN 2 THE GAME

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NOTHING YOU CAN'T DO.

Preview the game trailer on the
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Do anything Spider-Man® can with breathtaking new moves and amazing combos.



Go anywhere and interact with anyone and anything.



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Swing through a living, highly detailed Manhattan.



Web swing for the first time from street to rooftop across the entire city.



PC
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PlayStation 2



GAME BOY ADVANCE



MARVEL

SPIDER-MAN
DELUXE EDITION

COLUMBIA
PICTURES

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N-GAGE
NOKIA



ACTIVISION

activision.com

THE BIG CLASSIC NES SERIES COMPETITION

Have you seen the NES SP in the shops? Is not having one leaving a hole in your life? If you're a retro freak you'll go mad for this month's competition prize...

The big prize

We wonder how many of you will not get a NES SP because your parents say "You've already got a Game Boy, you don't need another one". **WHATEVER, MUM!**

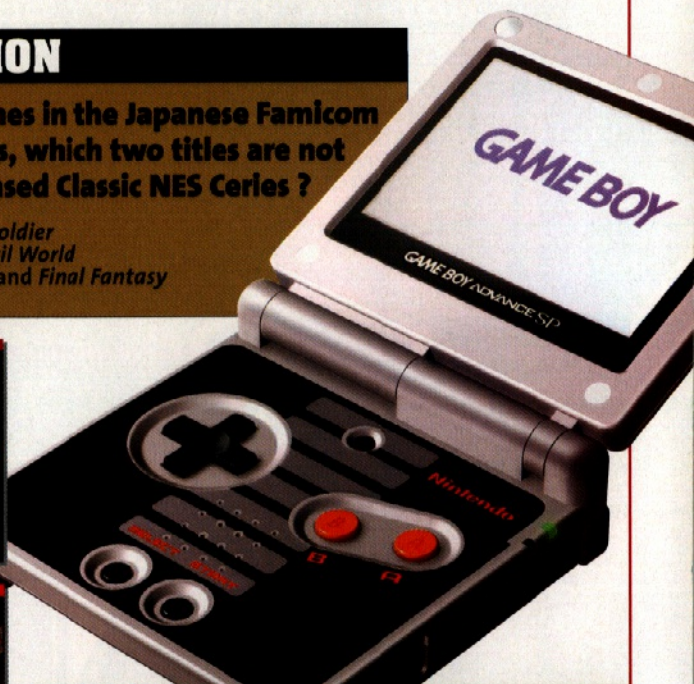
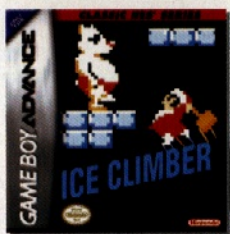
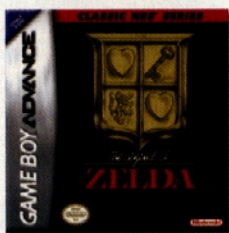
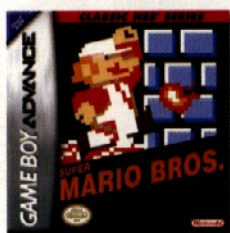
We bet your mum has got more than one pair of shoes. You see, they just don't understand. It's like they're blind to its beauty. We're not, and thanks to Nintendo we've got TWO full sets to give away. That's two super-sexy NES SPs each with the eight NES games in the collection. Look at the AWESOME retro-style

packaging. Respect those pixels. And the cheeky NES styling on that SP. You want it. You NEED it. Winning that lot would be a good reason to throw a HE-UGE party, we reckon. So we're not just going to give them to anyone. Have you been reading *NOM* like a bible? If so your knowledge of the Classic NES Series should be up to scratch and this question will be no problem.

? QUESTION

Of the ten games in the Japanese Famicom Mini first series, which two titles are not in the UK-released Classic NES Series?

- a. Mappy and Star Soldier
- b. Rockman and Devil World
- c. Urban Champion and Final Fantasy



ISSUE 141 WINNERS

SONIC ADVANCE 3 COMPETITION

- Craig Cheetham, Peterborough
- Adam Lack, Chichester
- Saqib Khawaja, London
- Hope Jones, Ryde
- Luke Saunders, Somerset

RUNNERS UP

- George Burt, Haveton
- Tom Gooden, Kent
- Joel Minns, Hull
- Dan Potter, Bristol
- Scott Russel, Staffordshire

HOW TO ENTER



PHONE

Dial 0905 053 1101, answer the question and leave your name, address and telephone number. Then cross your fingers and keep them crossed.



POST

Write your answer on a postcard and send it to: *The NES Competition, NOM UK*, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.



TEXT

Text the words 'nomcomp NES' and the letter of your answer to 83149. Unfortunately, this service is not available for users of the Virgin network.

IMPORTANT! PLEASE READ! All entries for this competition must be received by 12/08/2004 to qualify.*

SHREK 2™

THE ADVENTURE CONTINUES.

OWN THE GAME NOW.



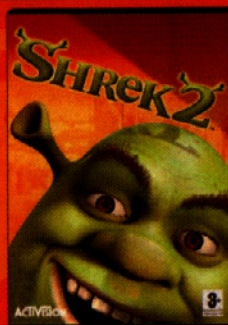
Explore scenes from the movie and all-new twisted locations as characters from the film and beyond.



Switch between team members to utilise their unique powers.



Experience way-out adventures with 3 of your friends in multiplayer mode.



PlayStation 2



GAME BOY ADVANCE



ACTIVISION



Luxoflux

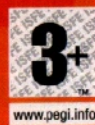


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shrek2thegame.co.uk

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PC
CD





Wario's brain busters

And so you won't be tempted... the answers will be yours next issue.

Nintendo know-it-all

Test your Mario mettle against these tough questions

1. In *Mario Kart 64*, what is the largest engine size?
2. Which N64 game was the first to use the Rumble Pak?
3. What is the name of Samus Aran's scaly three-eyed enemy?
4. What's the name of the Korok who becomes the Wind Sage in the *Wind Waker*?
5. In *Perfect Dark*, what is the name of Joanna Dark's sister?
6. In *Dr. Mario*, how many different types of viruses are there to defeat?
7. How many Shines are there to collect in *Super Mario Sunshine*?
8. Which Pokémon is said to be able to control time?
9. What was the codename for the GameCube while it was in development?
10. What is the name of Princess Peach's elderly servant?
11. How many engine parts are there to collect in *Pikmin*?
12. What is the name of the Metroids' home planet?
13. How many channels are there on a WaveBird?
14. In *Wario Ware*, what is the name of Wario's afro-haired friend?
15. Who is Luigi's evil twin?

ANAGRAMS

Can you unscramble these to reveal the names of eight Nintendo 64 classics?

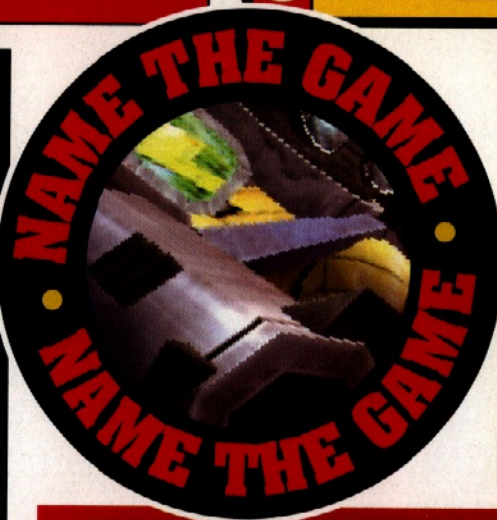
- | | |
|---|------------------|
| 1 | MERGENCE TO FIJI |
| 2 | CRAFTED PERK |
| 3 | A MAYOR TRIP |
| 4 | NEEDLY EGO |
| 5 | PIG ISN'T OWL 64 |
| 6 | AIRS MORE UP 64 |
| 7 | SCRAPS BOLT |
| 8 | EMPORIA RAP |

Link's item hell

Link's lost a few of his most useful items. Can you find them before Ganon shows up and kicks his ass?

KAHVZUBHHIVVDTZAPUS
IUYKQOWIOMZKCRKYEMIB
SIFUQRSOJPNHZOYGUIM
GAYCGAKTUCRZQWAULKGO
NNNDISXAXQMFBSECEBAB
JXGAHFGKZRHWURFKYIRV
PVZONLQLURUSIEGZQYTG
WWTZDIFXARBRTWJDTFF
FJQUDPRJUOZECSWYIAOS
MRGBZPZAOXXCAAYMLUHC
GAEVZEXTCMJWCMSUALDS
QYGHKRS AUOMGKNBRDYJL
GYUITS AKSAMSAROJAMZI
YMDZCACCOJDTDORERIFN
ISLTKCEYPWIBOOMERANG
QBBFQCAFITNOFKGVERJS
UPRSXZPPSBAOGCZPLZMH
BOWYDWBUECLWLOKEFLGO
JPQWEMHLIUOOPSTAEMIT
BTMIKEISABERKJDSRILT

- | | | |
|--------------|------------------|--------------------|
| >> Bombs | >> Jar | >> Pegasus Boots |
| >> Boomerang | >> Magic Cape | >> Roc's Feather |
| >> Bow | >> Majora's Mask | >> Slingshot |
| >> Fire Rod | >> Master Sword | >> Titan's Mitt |
| >> Hookshot | >> Ocarina | >> Zora's Flippers |

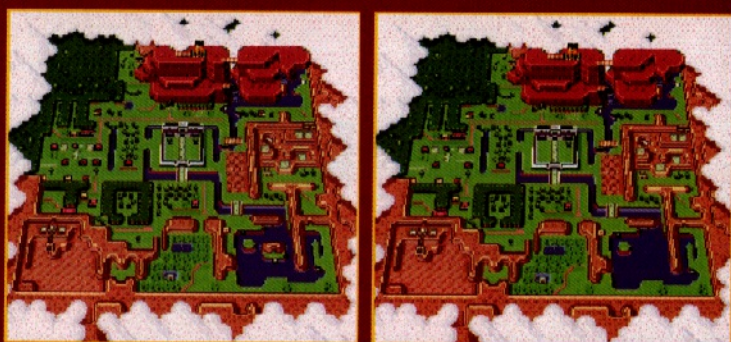


ODD-1 OUT

One of these games was released in the UK BEFORE Japan. But which one it was?

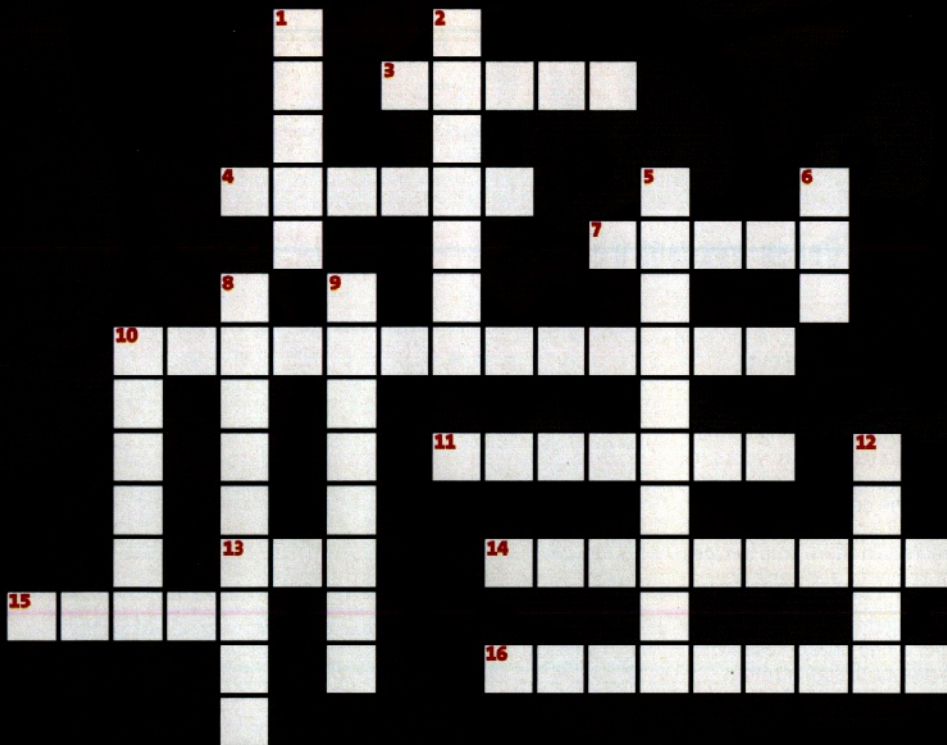
- 1 *Metroid Prime*
- 2 *Super Mario Sunshine*
- 3 *Super Monkey Ball*
- 4 *Mario Party 5*
- 5 *LOZ: The Wind Waker*

SPOT THE DIFFERENCE



There are five differences between these two *Link to the Past* world maps. Can you find them all? We know it's small. If it was bigger, it'd be too easy.

It's only the... NINTENDO crossword!



ACROSS

- 3. Examine his *Wares* carefully. They might be a bit dodgy
- 4. Olimar's glad these boys are so stupid
- 7. The radiant reward for Sunshine success
- 10. Mario: "Yeah, this massive place belongs to my brother"
- 11. Pokemon's famous 'electric mouse'
- 13. Nintendo's super-cool little NES robot
- 14. Pig-ugly *Zelda* uberboss
- 15. The currency that shows up on Link's cash machine
- 16. The ability that lets Samus pretend she's AiAi

DOWN

- 1. The surname of the bloke from 4 across
- 2. The Japanese name for 6 down
- 5. Nintendo's hardest character. A gift, when you think about it
- 6. The first Nintendo console abbreviation
- 8. The Nintendo boss character that Dean and Mike fear the most.
- 9. You call it a camera. But in *Wind Waker* they'd call it this
- 10. To trade Pokemon, you need to (4,2)
- 12. Old-sounding *Metal Gear* lady

??? KNOW THE SCORE ???

Know your crap games from the classics? Match the games to the scores



A: 89% B: 93% C: 16% D: 73%



THE CRYPTO GAME

Can you work out the game names? Say what you see. And blame Dan Payne, because this was his idea.

animal 1	Au 2	machines 3	swords swords swords swords 4	faction2 5	00000 0 00000 0 0 6
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>>>> REMEMBER... ALL THE ANSWERS NEXT MONTH!



Dr. MARIO™

career advice

This month: **GAME DESIGNER**



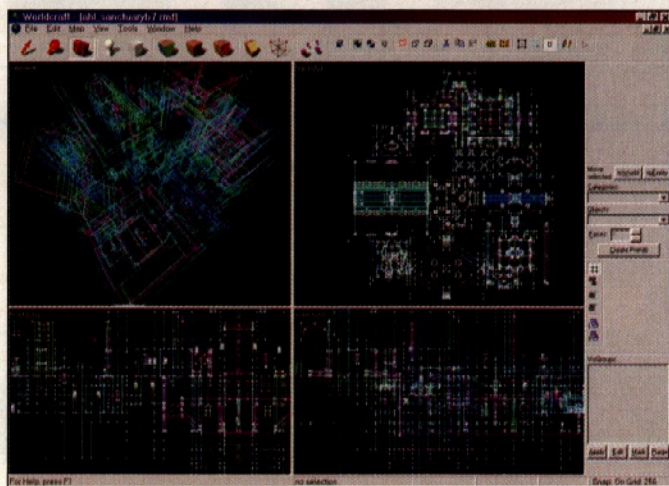
We've all done it - walked around a corner, tripped over something, uttered words that made passing strangers look unwell, and wondered aloud who in their right mind would leave a chair somewhere like that. Or perhaps we've crept around a corner in a dimly lit dungeon, Master Sword trembling in our hand, eyes darting about in the flickering torchlight - only to have the camera swing around to reveal the giant orc with the spiky club ready to puncture our green tunic-ed ass in several painful places. "Who put HIM there?"

Lord of the Realm

Short answer: a game designer did. Well, he probably didn't put the chair at the bottom of your stairs, but he certainly put the orc there, and all of its orcish friends. He also put the Master

Sword in your hand, the torch on the wall, and worked out exactly which buttons you'd need to press to try and avoid the imminent battering of that green-clad backside of yours. In other words, when it comes to games, the designer is God - he builds the worlds, puts the characters in them, and decides what they can and can't do. Except that unlike God, his job takes longer than six days (with a bit of a nap on the seventh).

"A games designer brings together all the great ideas that make a game enjoyable for the player," explains Andy Kerridge, who works as a designer on the *Harry Potter* games for Electronic Arts in Surrey. "These ideas can come from anyone, including the designers themselves and are then filtered to make sure they will improve the game, and can go into the game without making it late. To be able to accomplish this, we



■ Unfinished maps look rubbish. Jesus! Put some textures in guys!

need to be able to understand every little piece of the game, and how they all fit together."

"A games designer is responsible for many things," agrees Anna Larke, a designer working for Argonaut Games in North London. "We design the levels for the game - what puzzles are in a level, what kind of environment the player will be running around in, how we imagine it'd look, what characters we want in the game, how the levels will play, how the game will progress. We design the main game 'mechanics' - how the game is structured, what the score system will be and what effect the pick-ups will have, and so on."

In other words, most of us have probably dreamed of being a game designer at some point. The designers are the people with the big ideas who make games what they are - and while the incredible talent of the

programmers and artists are required to make the worlds they dream up real, at the end of the day every great game you've ever played started as a twinkle in a designer's eye. So, the sixty million dollar question - "Where do I sign?"

Design for Life

Or, rather, what do you need to become a game designer? The answer is talent - and buckets of it. "Many of the games designers I have worked with have had skills in many different areas - that makes for a much stronger team," says Andy. "A designer needs to be both creative and logical; an unusual mix."

"You need to be able to see what makes a game good, and what makes a particular game bad," says Anna. "And you need to be good at conveying your ideas both verbally and using documentation."

Andy agrees with this. "We start by building the overall structure, the gameplay mechanics and then the levels," he explains. "This phase tends to involve a lot of arm waving, strange drawings, and lots and lots of documentation!"

Another thing both designers agree on is that in order to be a



■ Bullied as children, games designers take out their pain on you

JOBS IN GAMES: WHAT GAME DESIGNERS ACTUALLY DO

- Work out the overall structure for the game - how it will play and progress
- Design enemies, pick-ups, objects, locations and characters
- Work with artists and programmers to make those things a reality!
- Actually design the final levels in special editing tools
- Make sure the final game is as close to the original idea as possible

BEING A GAME DESIGNER: HAVE YOU GOT WHAT IT TAKES?

Being a games designer means you have to visualise worlds in your little head. This means your mental powers have to

be astonishing and you should be given to high fantasy. A bit like a daydreaming Derren Brown with a goblin fetish. Take

our simple test to see if you're made of the right stuff to design tomorrow's Marios and Zeldas.

1. As a child, did you throw tantrums if your parents forced you to wear anything other than red dungarees or a pointy, felt green hat? **yes** ☐ **no** ☐

2. You're doing some weeding in the garden: do you stop halfway through and end up sitting in the rain for the next week, staring into space constructing a complex mental fantasy involving a small spaceman and walking weeds while your mother contemplates calling the nice men in white coats? **yes** ☐ **no** ☐

3. Do you walk around work/school tutting at how badly the building would work if you could roll around as a little ball and shoot people? **yes** ☐ **no** ☐

4. Your nephew is playing with the wormery he got for Christmas. Do you (A) congratulate him on his present, giving him a friendly squeeze on the shoulders and passing him a piece of your Terry's Chocolate Orange; (B) advise him on how to construct the tunnels in the sand to greater aid the worms' experience through the wormery world; (C) stick his head in the toilet and start dressing up the worms as games characters, screaming "I HAVE TO MAKE THE GAME!" **A** ☐ **B** ☐ **C** ☐

RESULTS!

● MOSTLY "NO" ANSWERS AND EITHER 'A' OR 'B' FOR QUESTION 4:

You have as much chance of designing games as England have of winning anything under Sven.

● MOSTLY "YES" ANSWERS AND EITHER 'A' OR 'B' FOR QUESTION 4:

You may love Terry's Chocolate Orange too much to be a designer, but there's hope for you.

● MOSTLY "YES" ANSWERS AND 'C' FOR QUESTION 4:

You are Miyamoto 2: Return of Miyamoto. Your mental world consists of a series of rooms and little islands. Design away.

good game designer, you have to have a real love for games. Non-obsessive gamers need not apply. "I think you need to have a good grasp of games," says Anna, who buys more games in a month than most people do in a year. "It helps to be up to date on new games, and what kinds of games are around now."

It's not just as simple as having a great idea, then - there's a lot more work involved in designing games than just sitting on a throne surrounded by programmers and artists who make your dreams come to life. "Designing also entails building levels," Anna tells us. "You need to use editors to build levels - at Argonaut we have our own specially coded in-house editor. In this we can add the world geometry (the actual graphics in the level) that the artists have made for us, place enemies, objects, characters and pick-ups.

Then there are camera angles, sounds and cut-scenes to add. So, you have to be good at using software like that."

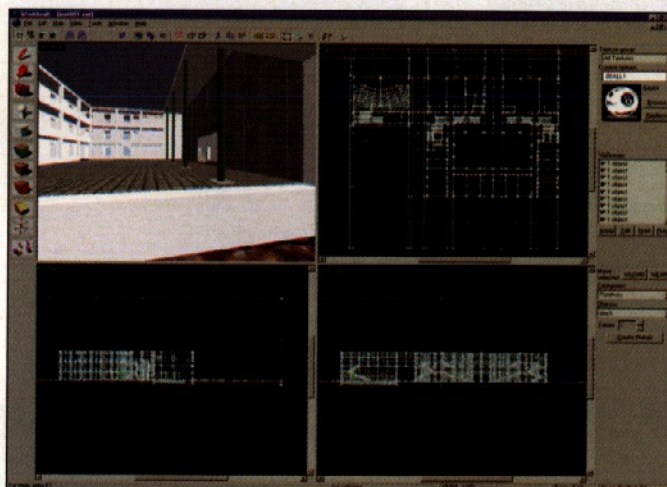
Game Brain

Luckily, there are several ways to get into the job. One of the most popular is to start as a games tester - a different industry job which involves finding bugs and problems. "I started out at Argonaut as a tester," says Anna. "This was a great way to learn how the industry works. Then, after I'd been a tester for about a year, I went into game design."

The second way is to build a game, or part of a game, on your own. "Companies prefer people with initiative and ambition," says Andy. "Design a game yourself and get a demo together." Anna explained this a bit more for us - "Another way in can be the 'mod' route - making

levels in editors such as WorldCraft, which is available on the internet. Some PC games - like *Half-Life* and *NeverWinter Nights* - even come with their own editors."

So, there you have it. The thought of designing your very own games might seem like a dream, but even Shigeru Miyamoto had to start somewhere...



HOW DO I DO IT?

Follow these steps to at least get on the right path.

- Play a lot of games, and not just the best ones. To make good games you need to be able to spot a bad game at a million paces.
- Start making levels for games already on the market... PC games like *Quake*, *Unreal*, *StarCraft* and *WarCraft* have free level editors, so get to work. It may not be *Mario* or *Metroid*, but you need all the practice you can get.
- Get a design brief together. Design a game and build a demo to show employers. Sounds easy? It isn't, but remember that people want to see the design of the game, so you need to get down all your ideas about characters, levels, stages, and so on. Let your imagination run riot.
- Prepare a high-quality portfolio of your work.
- Look for jobs in games testing. This is a traditional 'in' for aspiring games designers. You may spend years looking for bugs and flaws in other people's games, but if you're dedicated and talented this is usually the best starting point.

NEXT MONTH

You think all the *NOM* boys do is sit and play games. Ha! Well, that's what a Games Tester does. The dream ticket, right? Well you may change your mind after reading about their wretched lives here next issue.

Big in Japan



reporter John Ricciardi

● Even more Famicom! ● Samus made flesh ● *Final Fantasy* freebies

Famicom spectacular

Another month, another batch of cool Famicom goods. Even though the classic system's year-long anniversary celebration is winding down here in Japan, it's entirely possible that the Famicom boom will continue on.

FAMICOM MINI COLLECTION BOX VOLUME 2

■ Surprise, surprise. Nintendo is once again offering a specialised collector's box for Famicom Mini fans, this one for those who purchased all 10 Vol. 2 games before July 30th. The box is covered with pixel art from the games, and comes with a commemorative plaque, just like the first box.



▲ You have to be Japanese to find this cool. That seems to be the assumption

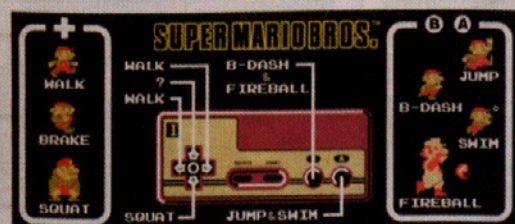
FAMICOM CONTROLLER PILLOWS

■ Can't get enough classic Nintendo during the day? You need some Famicom Controller pillows! These plush babies come in two variations (controller 1 or 2 — the second controller was slightly different in Japan), providing the ultimate in bedtime comfort for weary NES-heads.



FAMICOM HAND TOWELS

■ Summer's here, so why not wipe those sweaty brows with your favourite classic Nintendo game? Banpresto's new Famicom Hand Towels come in four flavours: *Mario Bros.*, two different *Super Mario Bros.* variations and *The Legend of Zelda*. Best of all, the packages are replicas of the original Famicom cartridge boxes! Now we're looking into producing a special ass-drying towel with Mike's face on it.





Akihabara Watch

■ June is rainy season in Japan, which means a large percentage of game geeks remain in hibernation until the sun comes back out, lest they electrocute themselves with their Wi-Fi enabled pocket protectors. As such, there wasn't a whole lot going on in Akihabara this month, aside from the mass importing of Nintendo's classic NES line of Game Boy systems and games from America which have proven to be quite popular with the old-skool gamer crowd in Tokyo. Surely they don't look at the US game boxes and think they are cool?!



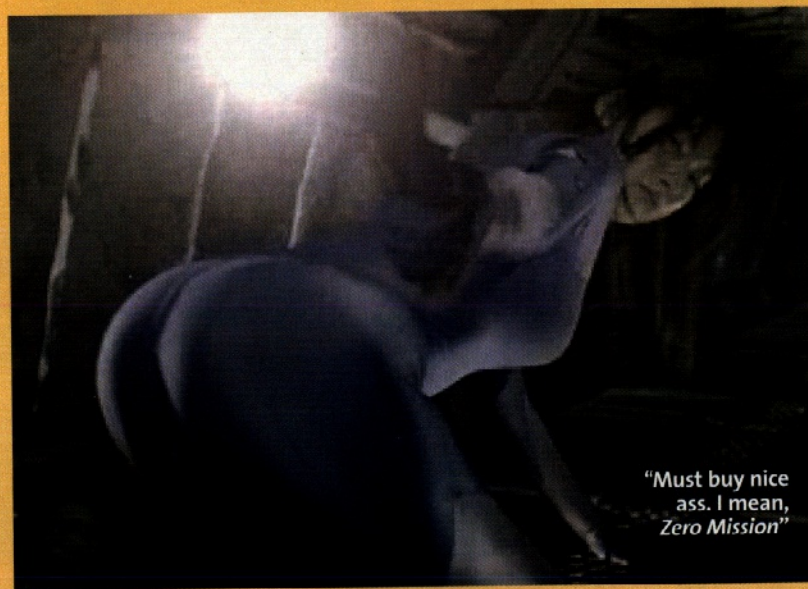
▲ In spite of its cheap, lackluster packaging, the US Classic NES line is doing quite well at import shops in Aki. Didn't see that coming



▲ Club Sega: massive, famous Sega arcade and safe-haven for gamers stuck out in the never-ending torrential rains

Live action Metroid

■ *Metroid: Zero Mission* finally launched in Japan last month, and with it came a killer 30-second TV commercial starring 22-year-old Japanese idol Chisato Morishita as Samus Aran. The clip, which is basically one huge spoiler (whoops! stop reading here if you care), shows Samus as seen at the end of the game, infiltrating the Space Pirate Mother Ship in nothing but a skin-tight bodysuit. Perhaps making up for the lack of 3D in the actual game, Nintendo uses a lot of, err, interesting camera angles in the commercial. And what's with the dark hair, love?



"Must buy nice ass. I mean, *Zero Mission*"

FINAL FANTASY FREEBIES

■ 10,000 lucky purchasers of Square Enix's upcoming *Final Fantasy I&II* collection for Game Boy Advance will win one of three limited edition *FFI&II* keystraps, each based on a different character from *FFI* (Black Mage, White Mage or Red Mage). The straps come with a crystal ornament adorned with the character's original 8-bit pixel art and will not be sold in stores. If you want one, you'll have to win one!



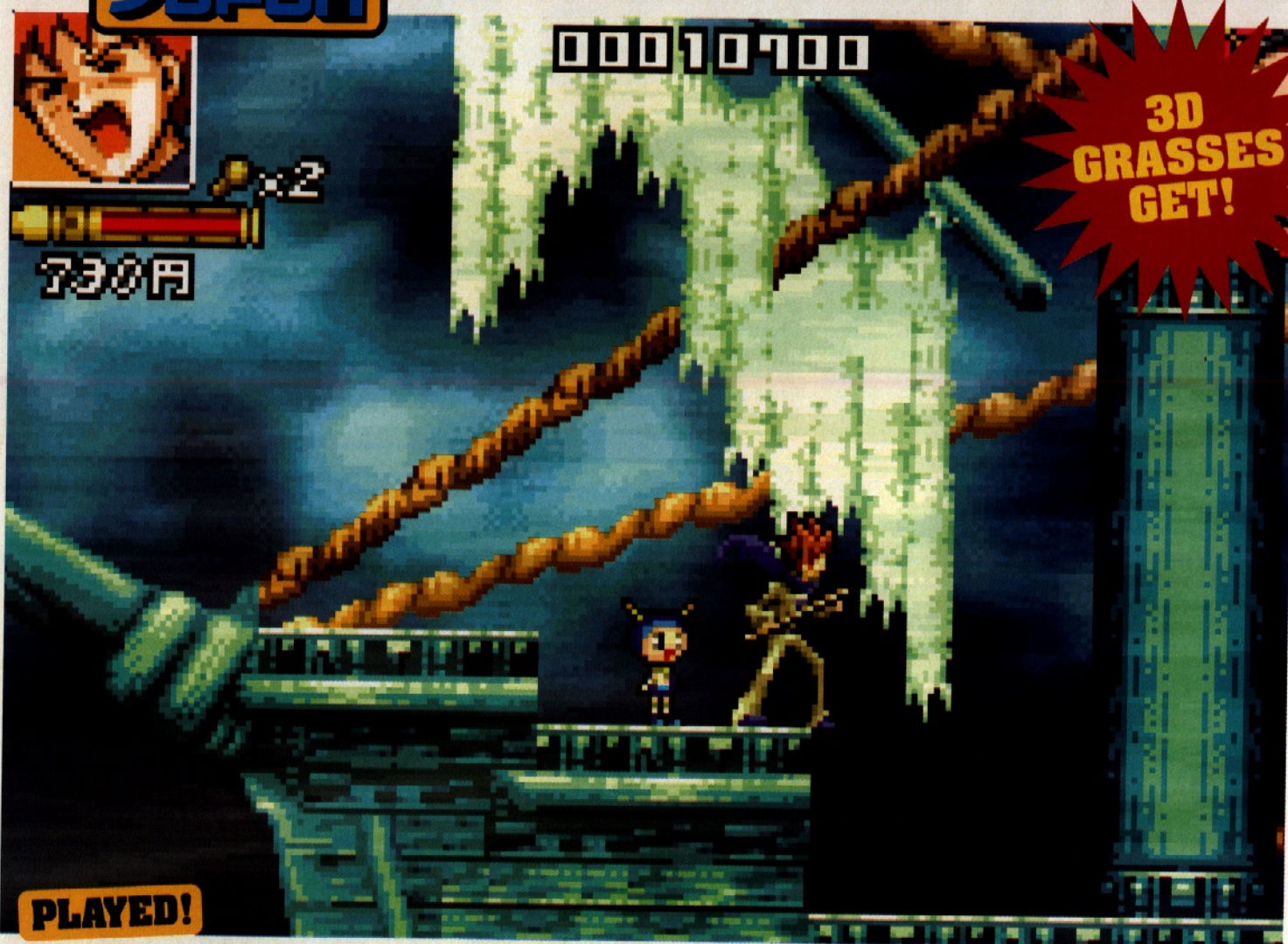
JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	Wario World	(Nintendo, GC)
2	Pikmin 2	(Nintendo, GC)
3	Metroid: Zero Mission	(Nintendo, GBA)
4	Pokémon FireRed & LeafGreen	(Nintendo, GBA)
5	Kirby and the Amazing Mirror	(Nintendo, GBA)
6	Famicom Mini: Ganbare Goemon!	(Konami, GBA)
7	Famicom Mini: Dr. Mario	(Nintendo, GBA)
8	Famicom Mini: Super Mario Bros.	(Nintendo, GBA)
9	Famicom Mini: Twin Bee	(Konami, GBA)
10	Famicom Mini: Adventure Island	(Hudson, GBA)

Source: Nintendo Dream

ピュウにフク



PLAYED!

Pyuu to Fuku: Jaguar Deru Megane Kun!

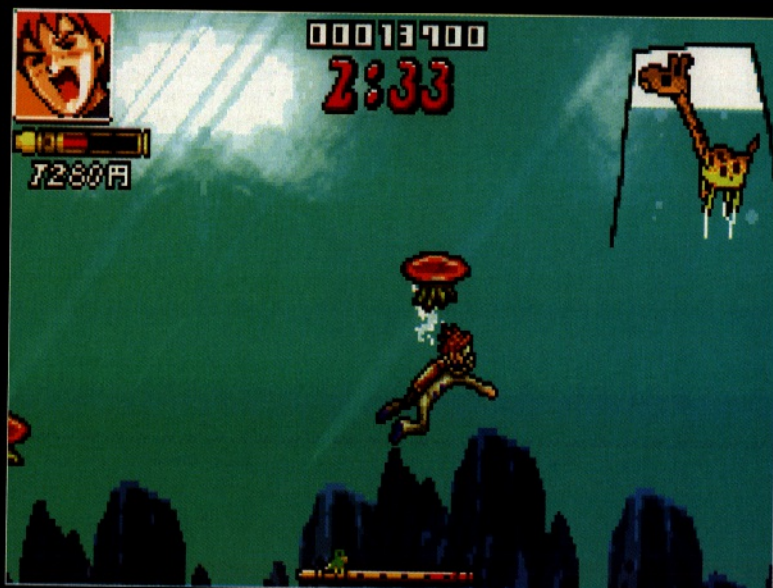
➡ It's okay. Those giraffes under the water with me won't drown. They're trapped under little glass tumblers with an air pocket in the top. I can just swim past and dodge the 3D jellyfish. They look 3D because I'm wearing the special glasses that came with the game. The only thing that's mentaller than the name Pyuu to Fuku: Jaguar Byoti Deru Megane Kun! is the game *Pyuu to Fuku: Jaguar Byoti Deru Megane Kun!*

It's based on a Manga. That goes some way to explaining why you punch badly-drawn cats in the face and go all pixelated when you eat the wrong food. It's magnificently Japanese even before you put on the supplied glasses that makes it go 3D. A bit. With *Boktai* as well, you've got to hand it to Konami for trying to change the way we play GBA.

The main action is old-style run and jump silliness. Up and down platforms, giving it some hammer. Sometimes you'll face off against a boss from the top down, sometimes you swim with trapped giraffes, and sometimes you're picking through ninja temples from an isometric view. It's constantly throwing up new things. There's a *Castlevania* stage. A dash of *Gradius*. It's all over the place, and that's the charm.

It's annoying as hell that you can't just walk past a flapping door without getting sucked into a room in which you have to exterminate all life to get back out again. You exit, don't jump in the right place, and you're back in. Jumping OVER doors you don't want to go in? Is this 1985 again?

Wearing glasses to play though, that's a novelty. Unless you're short sighted. But then, your glasses don't make stuff 3D. But then again, everything you look at in the real world is actually 3D. So is this a good thing or a bad thing? Neither. It's a JAPANESE thing.



SCORE 18981
TIME 89

STAGE 4



**IT'S
NO
GOOD**

PLAYED!

Jaja-Kun Jr. Denshouki



Over in Japan right now, it's FAMILCOM MELTDOWN. As grown-up gamers gleefully reinforce blocky game memories with their hard-won Yen, retro remakes and collections are falling out of the sky. So Jaleco has remade an awful ninja game, and tried to smokescreen that by chucking a few NES games on as well.

Nothing on this cart is any good. The new old game, the NES games, nothing. In the two original *Jaja-Kun* games, you had this ninja who moved in this violent, unworkable way. He killed things with bombs to open doors, and the graphics looked like vomit. The new version plays equally badly, but the graphics now look like *My First Crap Shareware Game*. And over there, people are BUYING this. We just wish we'd freeze dried the turds we did as infants during Famicom launch week. Ching, ching.

Very few old video games age well. But the good ones remain good, because there's still that spark in them. The time we've spent playing old *Mega Man* games this month is evidence of that. But *Exerion* on here? Could be the worst shooter ever. *Formation Z* is slightly better, but only because when the robot jumps into the air he turns into a spaceship.

Connection is just plain weird. You drive a sports car along platforms, they turn white, and you have to avoid the police. If you touch the cops, YOUR CAR EXPLODES. No "Excuse me Sir, is

this your vehicle? Are you aware it turns the roads white?" just immediate fiery death. The future is going to kick ass if you're a five o. Crap game again, by the way.

So that's that. Hours of fun for people who are stupidly kidding themselves that these games were ever any good. All in all this is a tragic waste of ninjas, however badly drawn, animated and controlled



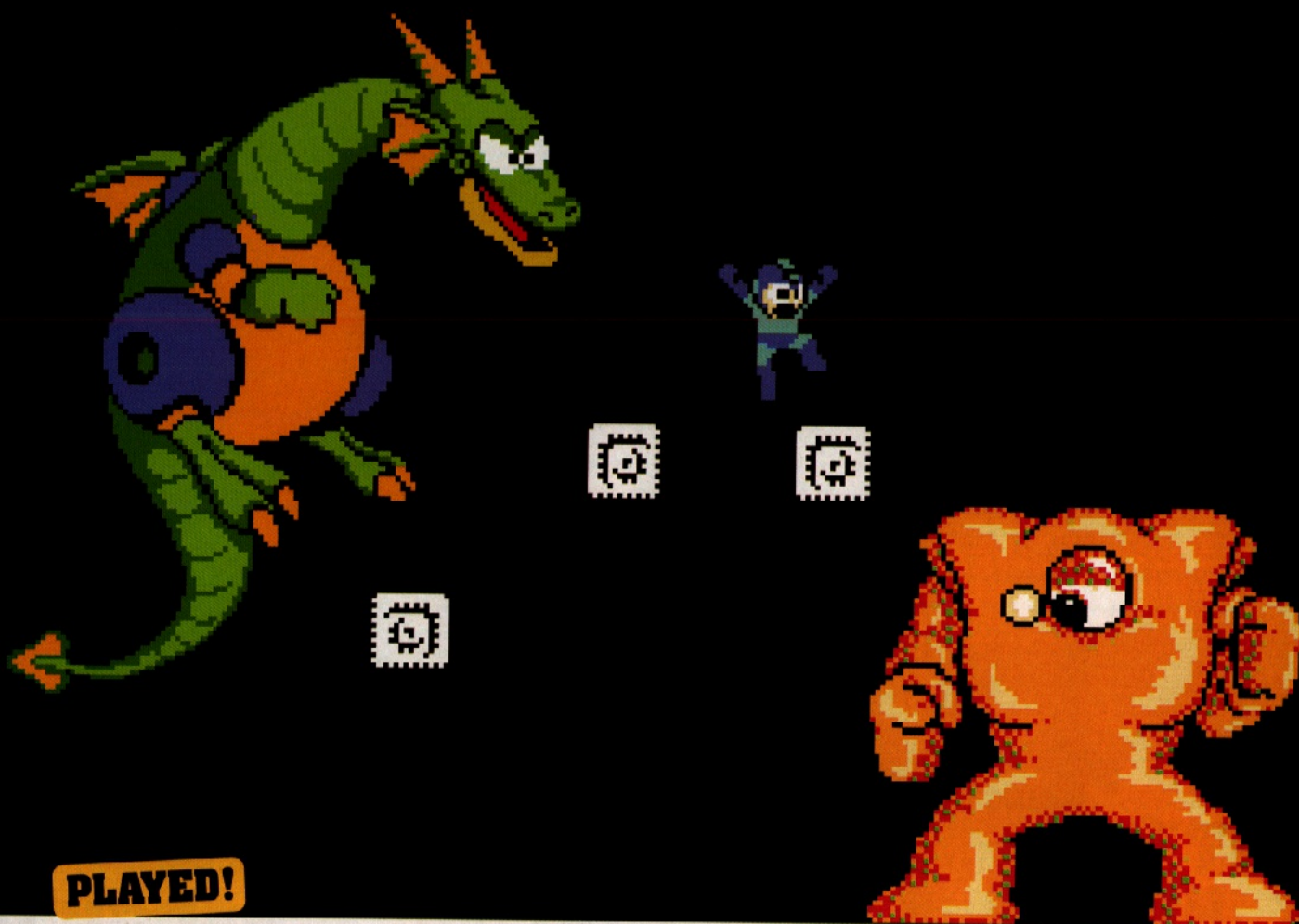
Formation Z



Exerion

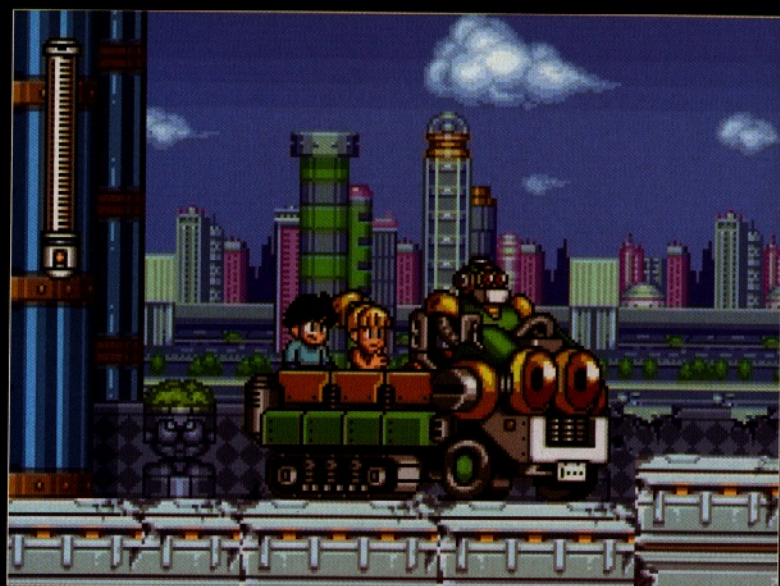


Connection



PLAYED!

Mega Man Anniversary Collection



Mega Man is a robot. He runs through amusement parks, forests, factories, and lots of other crazy places, and uses his arm cannon to blow up other robots. These other robots have neat gimmicks, like having scissors on their heads or the ability to freeze time. After killing them, Mega Man steals their powers and uses them to blow up even more robots, which are sometimes so big that they take up the entire screen. He also has a robot dog that can fly. Oh, yeah, and he's in a game made by Capcom.

Way back in Mega Man's 1987 inception, when these words actually meant something, this is all we needed to hear to send us clinging to Mum's leg, begging incessantly for a copy of the game. Apparently this worked, a lot, because *Mega Man* became so popular that it spawned five sequels for the NES alone.

After 17 years of countless sequels and spin-offs that continue to this day, Capcom's dumped the lot on one tiny GameCube disc. Eight numerated games and some cool unlockables, like producer interviews and the two elusive arcade games. The games look and sound just as we remember them, although the controls are a little wonky. For some reason, the functions of the **A** and **B** buttons have been switched from those of the originals. We had a few instances of running off a cliff while firing, instinctively

pressing what used to be "jump," but with enough practice this weird little setback can be conquered.

If nothing else, this collection has taught us a very important lesson. A nice way of explaining what we've learned is that once in a while, it's important to hone one's gaming skills on something a bit more



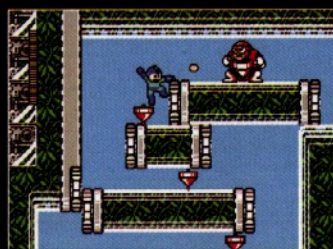
NOT
JAPAN,
USA!

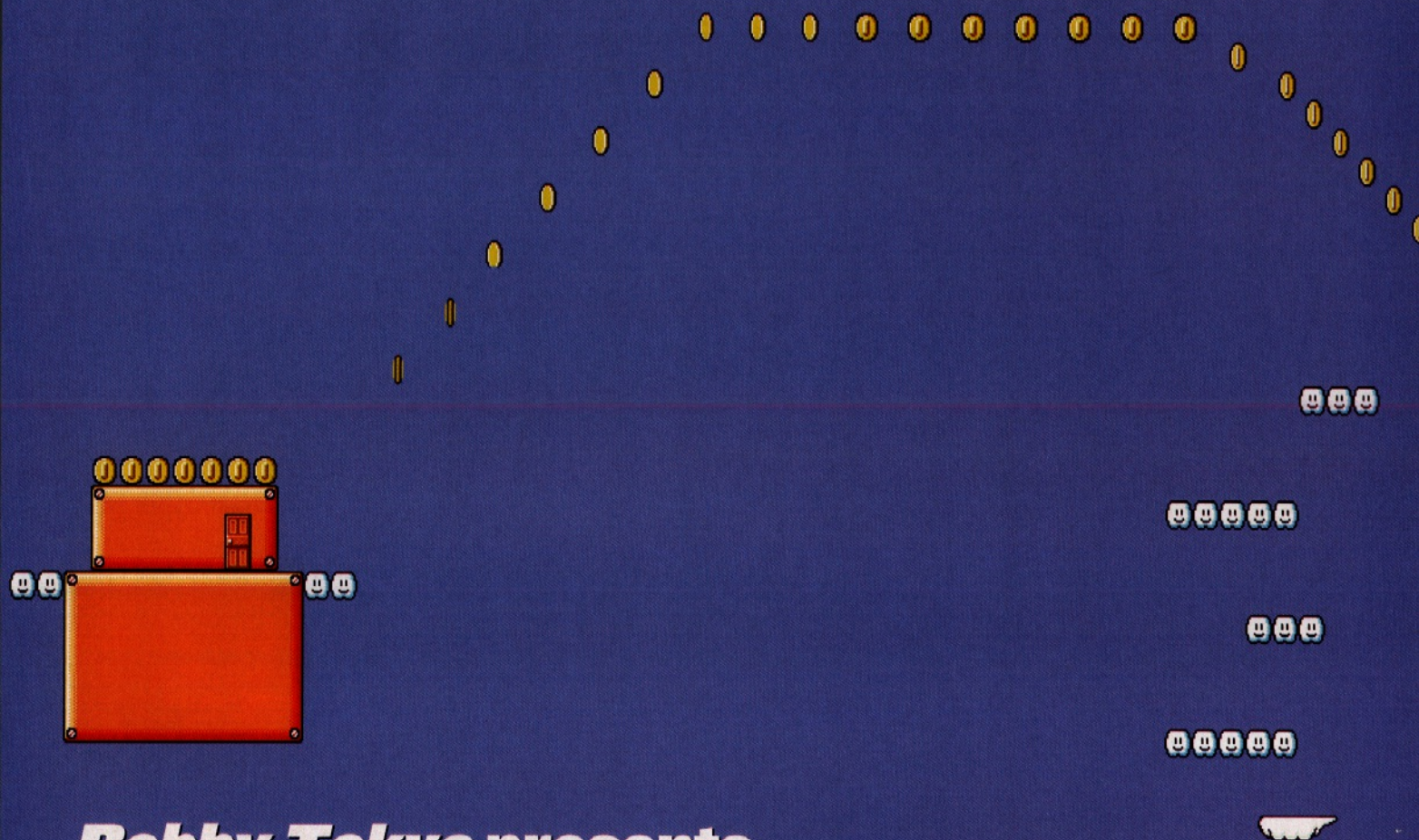


challenging than we're accustomed to. A not-so-nice explanation is that, well, we suck. We've become soft. Some of us remember being able to blast through these games, start to finish, on one life. Now we find ourselves muttering – hell, screaming – obscenities as the Game Over screen taunts us early in the game.

Dusting off a couple of the original carts from our archives proved that the games have basically remained untouched, discrediting our early conspiracy theories that involved developer Atomic Planet mischievously upping the difficulty on these classics. They really are the same games and, though we hate to admit it, we've lost a lot of our old-skool, robot-killing skills.

Despite our stupidity and shame, this collection has brought out a lot of great memories, and given us a new perspective on one of the more important series in gaming history. *Mega Man*, much like any legendary rock group's debut album, was a solid and enjoyable experience in its time. It's a bit awkward and clumsy in spots these days, but it was a strong start, and served as a more-than-adequate template for what was to follow. *Mega Man II* refined the ideals of the original to perfection, and did so with such style and pizzazz that we're still in awe some 16 years later. The game is simply timeless, with a level design and soundtrack that remain among the best of all time. With arguably no room for improvement, *Mega Man III* polished up the graphics and sound and added a nifty new sliding move that has remained a staple in every *Mega Man* game since. It's arguably just as good a game as *II* was but, again, there wasn't much more that could have been done. The series had already reached its peak. By the time *Mega Man IV* came about, it was becoming apparent that the creative flame had fizzled and died, and that the series was now more of a cash cow franchise than a canvas for innovation.





Bobby Tokyo presents...

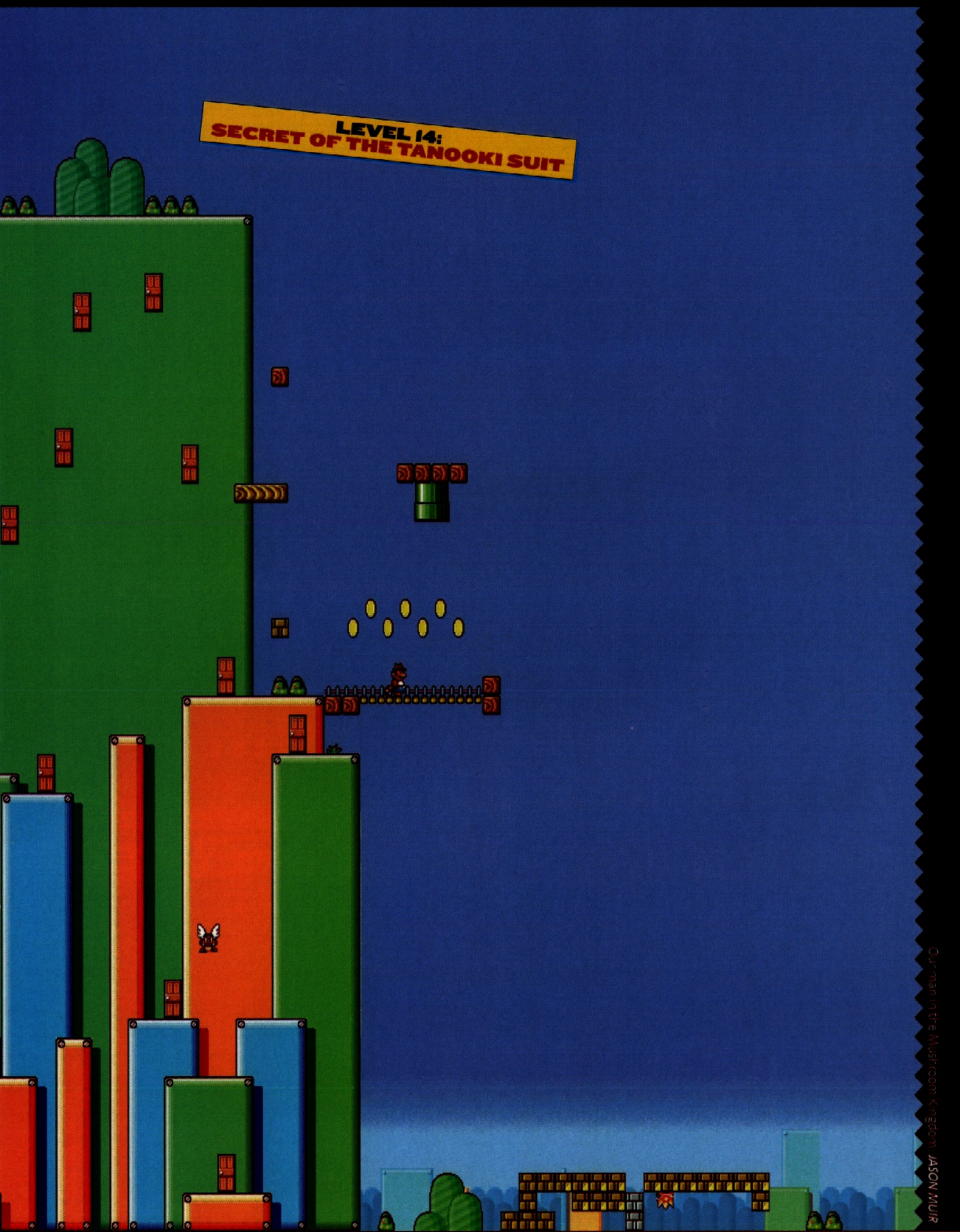
More More Mario!

PART 1



Is a Big in Japan SPECIAL BONUS.
 Take journey into the not know as
 Bobby e-Reader out secret levels from
Super Mario Advance 4 - JAPAN
VERSION! Is so exciting to see new
 worlds and cry Mario happiness tear.

(Translation: Oh yes. We've unlocked all of the hidden levels from the Japanese GBA remake of Super Mario Bros. 3.)



MUSHROOM LEVEL 1: ATHLETICS IN THE BIG SKY

Jump so much!
If you jump in bare
sky Mario is get dead.



Oh no. Pull up the
vegetable. Mario 2
is so sucks.

MUSHROOM LEVEL 3: VEGETABLE VOLLEY



MUSHROOM LEVEL 4: DOORS O'PLENTY

Doors.
Very many
doors.



MUSHROOM LEVEL 2: SLIDIN' THE SLOPES

There is very many hills to skidding down on
trouser bottom. Mario is must be get sore ass!



MUSHROOM LEVEL 5: BOMBARDED WITH BOMBS

BANG! BANG! BANG! Try to
not get killed to dead. BANG! Is hard to live.



MUSHROOM LEVEL 6: MAGICAL NOTE BLOCKS

Boing! Boing! Boing! Boing! Boing! Boing! Boing! Boing! Boing!
Boing! Boing! Boing! Boing! Boing! Boing! Boing! Boing! Boing!



MUSHROOM LEVEL 7: THE OL' SWITCHEROO

Coins go over lava, make floor. Walk on money floor.



MUSHROOM LEVEL 8: PIPED FULL OF PLANTS

See special A coin? Try so hard to get. Is nice.



Get FIRED, like Bobby did from games store.

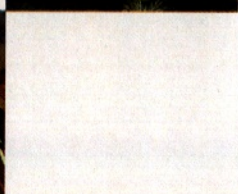
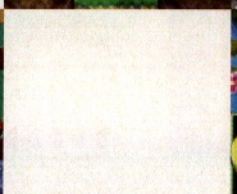
MUSHROOM LEVEL 9: SWINGING BARS OF DOOM



MUSHROOM LEVEL 10: PARA BEETLE CHALLENGE

Jump on beetle. John Rennon! HA HA HA HA!





Interview by Dean Scott

England versus Germany

NOM puts the important questions to the man from Nintendo Europe, Marko Hein

It's great when you get to interview gaming superstars like Shigeru Miyamoto. But ask him about delayed release dates for UK games, and he's not close enough to realise there's a problem. That's why **NOM** sat down with Marko Hein at E3. As head of Product Analysis at Nintendo Europe, Marko knows exactly what's going on over here. He's the man to ask those tricky Europe-specific questions. So that's exactly what we did. Oh, and game nut Marko is just as excited about the prospect of *Pokemon* on Nintendo DS as you are...

Nintendo Official Magazine: So... the new *Zelda* game. Wow!

Marko Hein: It comes as a surprise to a lot of fans because in *Wind Waker 1*, everything was cel-shaded. Everyone was expecting the same of this game because we'd announced it as *Wind Waker 2*.

NOM: Was that a deliberate ploy? Because when Aonuma was speaking at the Game Developer's Conference his new game was '*Wind Waker 2*'. Mr Aonuma went on the record and said it would be a real shame if they didn't use the cel-shading again, so everyone assumed it was going to go in that direction. Was that the big idea?

MH: You never know with Nintendo and Mr Miyamoto, because they love surprises! I was as surprised as many people out there today. I think it even surprised people at Nintendo. Many of the hardcore fans who saw the Ganon sequence at the beginning were a little bit shocked because it took such a

sharp turn - now it's the actual game everyone's been waiting for years now, it was amazing. Even for me it was really amazing to see it.

NOM: It seems that for the first time in two or three years Nintendo have done what the fans were calling out for them to do, rather than just doing a really 'Nintendo' thing. It's a real new direction for Nintendo and a real kind of rebirth for the direction the company is going in.

MH: I think that doesn't only apply for Nintendo, it applies for the whole industry. I think within the last ten years the industry has gotten tired and repetitious. It seems like there are a million first-person shooters, it's nice, but what's next?

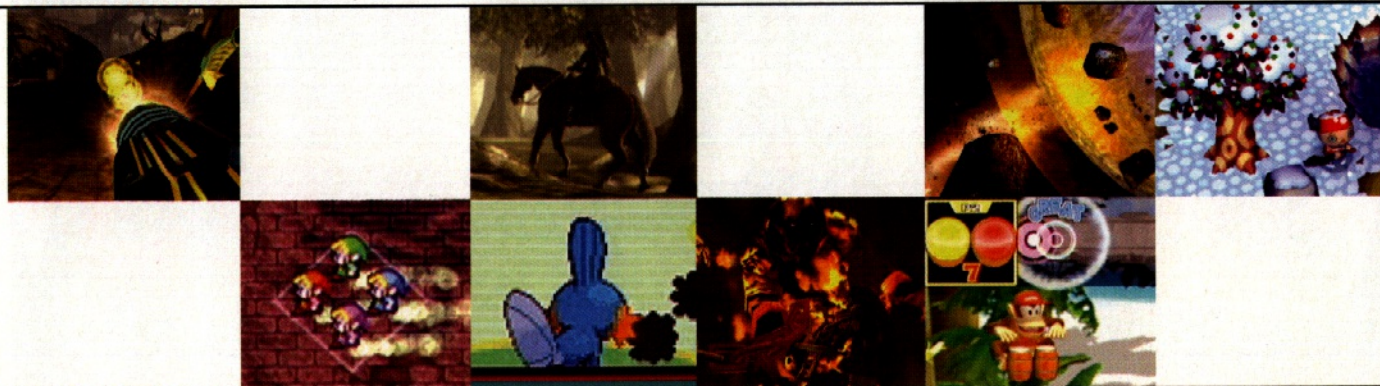
NOM: You need a balance, don't you? You need a wider scope. You have your one brilliant FPS, and everything else as well.

MH: Exactly. And Nintendo takes it very

seriously. Okay, we have the hardcore gamers who want stuff that isn't *Mario Kart* or whatever, and we need something new - we definitely need something new. And the DS - I think it's a very clear step forward. It's a very clear message to all gamers - forget about what you know of gaming before, and go in a different direction. And in the next console, Nintendo Revolution, I think it's very clear that you can expect something absolutely new.

NOM: What is the thinking behind releasing *Animal Crossing* at this time? When we interviewed you at ECTS in 2003, you said there was no chance of that happening.

MH: We had to listen to the hardcore fans. It takes a lot of money and manpower to localise a game like that in five languages, and all our resources were being used on *Pokemon Ruby* and *Sapphire*. Since then, we've had another meeting. We decided now was a good time to get *Animal Crossing 1* out there, because we plan to bring *Animal Crossing 2* to



Europe also. It also primes people for *Animal Crossing* on Nintendo DS.

NOM: Might Europe see more 'niche' type Japanese titles in the future?

MH: It would be unfair to say, because we're now going in a different direction. We've changed our localisation strategy so we're translating directly from Japanese into English rather than from America, which gives a great time advantage. I think this is a step that the UK gamers will really appreciate, and many times we'll actually see games released here before America.

NOM: That's very welcome. But couldn't you just release the American games in the UK? Or does European law have something to say about this?

MH: From a business perspective it makes sense to treat Europe as one territory. All our marketing and all our distribution is centralised. The other problem is the PAL conversion. That means if we split the localisation into different timings, it would cause massive problems for our development teams.

NOM: So, *Animal Crossing 2*. That's wasn't shown at E3. Next year perhaps?

MH: We don't have any dates yet, to be honest. I don't know why they haven't displayed it yet, I know that we'd announced it this year.

NOM: The e-Reader though, that seems as if it's off the European schedule for good - is there any reason for that?

MH: Although it was received well at the Japan launch and in America, we did some research in Europe and found that the e-Reader might not be a good idea for Europe. We couldn't see a market for it. So for Europe we've tried to make all things in *Animal Crossing* accessible in some way, so the players won't suffer.

NOM: What are your expectations for the NES SP in Europe?

MH: Our sales forecasts are high. There are a lot of fans out there that really appreciate the old games - the old games are still classics. There's two sides to it - there's new casual gamers getting good games for a nice price, and then there's the older gamers who remember them and get to play them again on a handheld system.

NOM: The second wave of the Famicom Color games have been released in Japan - will they be released in Europe depending on how the first one sells?

MH: We have to wait and see how the first series are received. It also makes sense for us to change the games line up for Europe, so you may see NES games released here but not in Japan and America.

NOM: One of the big surprises for the show was *Advance Wars* for GameCube, developed in the UK, by Kuju. Sony has a massive base of developers producing games for Sony Europe - is that a direction Nintendo's looking to expand into?

MH: Yes, it's happening right now, driven by Nintendo of Japan. Nintendo has been traditionally very Japan-focused.

Then they expanded to America, they did a brilliant job in finding developers, and I think that when you say that this will happen in Europe we need to find the developers.

And a lot of good developers come from Europe, so that's why they go to Europe, and try to find them.

NOM: An amazing thing is to see such a big-name franchise, *Advance Wars*, going outside of Japan for development. That really surprised a few people.

MH: Well - *Metroid*, for example, left Japan. It's a similar thing. You have to see which developers can offer the most for a franchise.

NOM: So *Donkey Konga's* definitely coming out in the UK, bongos and all?

MH: Yes, it's on the first of October.

NOM: Even that's a departure from a Japanese company - I mean, Sega released a lot of peripheral-driven games which didn't get launched over in Europe because of issues with the peripheral. Has the track listing changed for Europe?

MH: I'm actually very proud of this, because I was responsible for selecting the songs, and I hope I did a good job - there are songs by Kylie Minogue and Blink 182 and those kind of people, it's actually the very first time in Nintendo history that this has happened - because it's different from country to country. America's more of a younger audience, Sesame Street and so on, but we've actually focused on popular artists that weren't necessarily top of the charts, and I think that this will be very useful for them.

NOM: In the Japanese version, there were a lot of songs that were typically Japanese, but what was quite surprising is there's only a few actual Nintendo theme songs actually in the game. That seemed the one thing, to me, that was really missing.

MH: I think there are seven or eight songs which are Nintendo themes, at least for Europe. Sometimes there are other ones that America or Japan have, but I think that when you have too many Nintendo songs that you limit it only to Nintendo fans rather than a wider audience.

For example, I don't recall all the *Kirby* songs but I know the *Mario* tune and the *Zelda* theme. A lot of the Nintendo tunes only the hardcore fans are familiar with.

NOM: Do you think there's enough of a hardcore fanbase in Europe for Nintendo to start bringing out things like the soundtrack CDs and all the licensed toys that they have in Japan, such as the *Zelda* Gashapon?





NINTENDO IS TAKING EUROPE EXTREMELY SERIOUSLY NOW...

MH: Japan is a different culture in terms of all the merchandise. They're very enthusiastic about franchise in Japan, with things like the Tamagotchi and especially Pokémon - you see kids with Pokémon bags, and shoes, and trousers - but you would never see this in Europe. It's not that extensive. I think over here, our business is games, and so that's what we aim for.

NOM: It's surprising sometimes. When Pocket Monsters was first released as a Japanese Game Boy Color game it seemed so massively Japanese that it couldn't catch on anywhere else, it was strange that it was a culture unto itself and universally across the globe people really bought into it.

MH: I think it was that combination of catching and raising the Pokémon and training - it's a very successful combination and probably Nintendo never predicted that kind of phenomena.

You can't predict it. You can try to make a good game and you can have certain ingredients, but you never can predict the success. Pokémon was really an amazing, amazing thing.

NOM: It seems the perfect thing for Nintendo DS as well, for Pokémon to move onto that hardware.

MH: Absolutely. With wireless features, or even through a local network through the WiFi - you could connect to people in places like Australia and exchange your Pokémon. It's really exciting.

NOM: How do you think Europe's going to take to the DS and what has the feedback from the European journalists been like?

MH: Everybody's very surprised. Very positively surprised. It's going in a completely new direction. It's not the typical standard, using left and right thumbs. Since the years of the NES it's been very traditional in how you control the game, but now it's the very first time that you actually control the game in a different way. For example, have you seen the Pac-Man that you draw?

NOM: That's amazing.

MH: Definitely. It's AMAZING. And it's only an early technical demo. You draw Pac-Man in the game, and it starts moving.

NOM: To me, that was one of the most convincing things that were shown, actually, because it really was a new thing. The Sega Sonic thing looked lovely, but all it was was rubbing.

MH: I think they came up with some technical ideas that were very impressive. All these games, though they show what you can do by simply touching the screen. And have you seen Metroid?

NOM: When I saw the presentation I thought that tapping the screen wouldn't work, but it's perfect. It actually works better than you think. It works great for Metroid because you get a kind of mouse feeling. When you tap the screen it feels like you're using a mouse, and it feels like a PC game.

MH: It also shows how you can combine the traditional way with the touch-screen. So you have your thumb for things like jump and duck, then you turn around and shoot with the stylus. Then you switch into the Morph Ball mode, and it's really cool.

NOM: It made me think that FPSs usually have a big screen, and they're immersive because they're so realistic. Yet the DS game - because the interface is so different - immerses you in a different way and it's just as good as being there.

MH: It's very intuitive. It's also good for casual gamers, because it's very different from pushing different buttons at the right time - it's very easy. It's different to anything on the Game Boy.

NOM: I think the real test is with the girls on the stand, I know they're paid to smile and say they like Nintendo, but they were really, really into it. The girls say they really like it and they're going to get one when they come out, and you can tell that they're really amazed by this thing, and that's the brilliant thing about it.

It's really innovative and it's much more mainstream, because everybody can just pick it up and touch it.

MH: It's much more obvious. Do you remember the minigame where you have different buttons to press to fire the weapons, but why not just touch it? Buttons aren't natural. It's instinct to touch something to bring it closer or move it away.



Nintendo

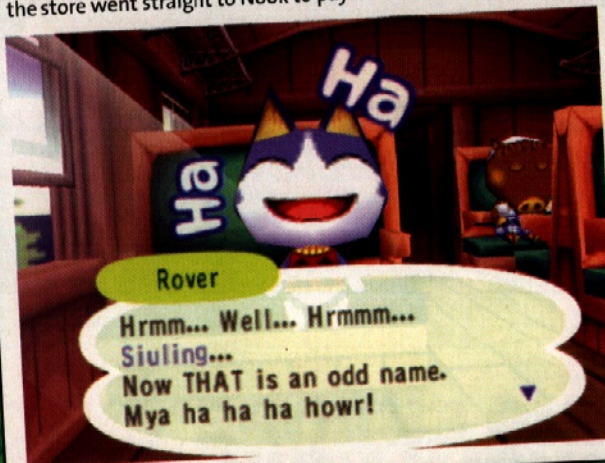
OFFICIAL MAGAZINE UK

ALWAYS FIRST WITH THE BIGGEST GAMES

Previews

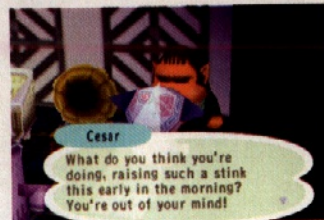
In the beginning

When I first arrived in the town I had no money, no home and no friends. But a nice chap on the train hooked me up with Tom Nook who sorted me out with a place and gave me a job at his store. But it wasn't all for free. The money I earned by working at the store went straight to Nook to pay for the house. Bummer.

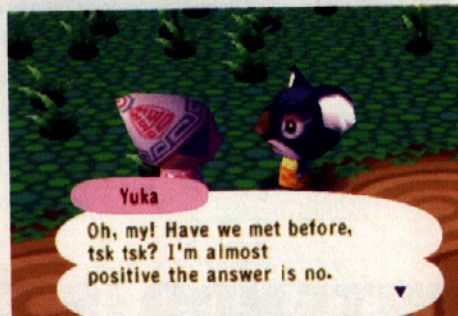


Greeting the locals

When I first moved into my virtual town there were only about six other characters living there. I checked out the map at the train station to find out where they all lived and went to introduce myself. All were very welcoming except for an ape-like character called Cesar that didn't



seem to like me at all. He was mean. If I could shoot fireballs he'd have got one in the face.



Hard work ahead

Now it was all about raking in the cash to pay off my debt with Tom Nook. He had me doing deliveries, sending letters to his customers at the Post Office and planting flowers around the shop for decoration. I also did favours for the other townsfolk, catching bugs, getting fruit and tracking down belongings they'd loaned out and

wanted back. Once I got a shovel I used it to dig up rare fossils. Of course, I sold the fossils. Cha-CHING!



Mo' money, mo' problems

All my work had finally paid off. My debt was cleared and I no longer had to work at Tom's shop. HURRAH! But that same day, Tom offered to make my house bigger. That meant more debt and plenty more hard work but

what the hell... I couldn't live in that crappy, shed-sized toilet forever. I needed a bigger crib to chill in.



Splash the cash



Now with a bigger home, I thought it high time I decked out my place with some fancy furniture. I bought a nice table and some cool chairs. For the finishing touches I threw in some plants and also replaced my crappy carpet with some Japanese-style Tatami flooring. It wasn't a shack anymore, but a home fit for kings. All I needed now was a telly but Tom hadn't got any in his store yet.

Visiting new places

Everyone's town in *Animal Crossing* is different. Different animals, different houses all in unique locations and new items in the shops! They're generated randomly when you start a new game. I plugged in the Memory Card with Mike's town data and took a trip there on the train. After poking around in his (smaller) house

and doing some shopping, I noticed that Mike's town had different fruit to mine. Oranges! Back in my town, his oranges are worth a massive 500 Bells EACH. So I robbed plenty from Mike and began growing my own orange trees. Each tree can grow three oranges and I planted six! Cha-cha-cha-CHING!



Animal Crossing

Believe us, this is absolutely awesome. Mike's missus can tell you that. She's got a massive mansion with an upstairs and basement in her town. Blimey!



Most people think about issues in their real life; who's the fittest member of Girls Aloud, whether their footy team will win their next game, who can down the most beer - important stuff like that. But not Mike's girlfriend, Siuling. She hasn't got time for all that. She's got another life.

She has a life in a small town that exists in her telly. In that life she has a house with furniture, a mortgage, a job and lots of little animal friends. Every spare moment she has in the real world, she dips into her virtual life to check out what's going on. How are the trees she planted coming along? Has the furniture she ordered turned up yet?

Has the shop got any nice clothes in stock today? She's living an *Animal Crossing* life, and is here to tell you how her town grew, and the cool things she gets up to. The now lonely and neglected Mike has realised taking home a US copy of the game was clearly a BIG mistake...

New faces

After visiting Mike's town, it's like the two places became linked to each other. People from my town left to live in Mike's and some of Mike's pals moved in near me. Sometimes they'd even ask me to trek back to Mike's town to fetch something they'd forgotten when they moved. How cool is that? Plus with new villagers turning up all the time, my town is a lot busier and there's always plenty to do. It's nice that way.



The second pay-off

Growing a bunch of my own orange trees with the oranges I stole from Mike's town was a stroke of genius. It was like printing my own money. It wasn't long before I'd paid off my second mortgage.

What now?

Another extension! I spoke to my mate Tom. Nook and one day later I found myself standing in a massive living room. Sweet. This is the life.



Turn over to see what my town looks like now...

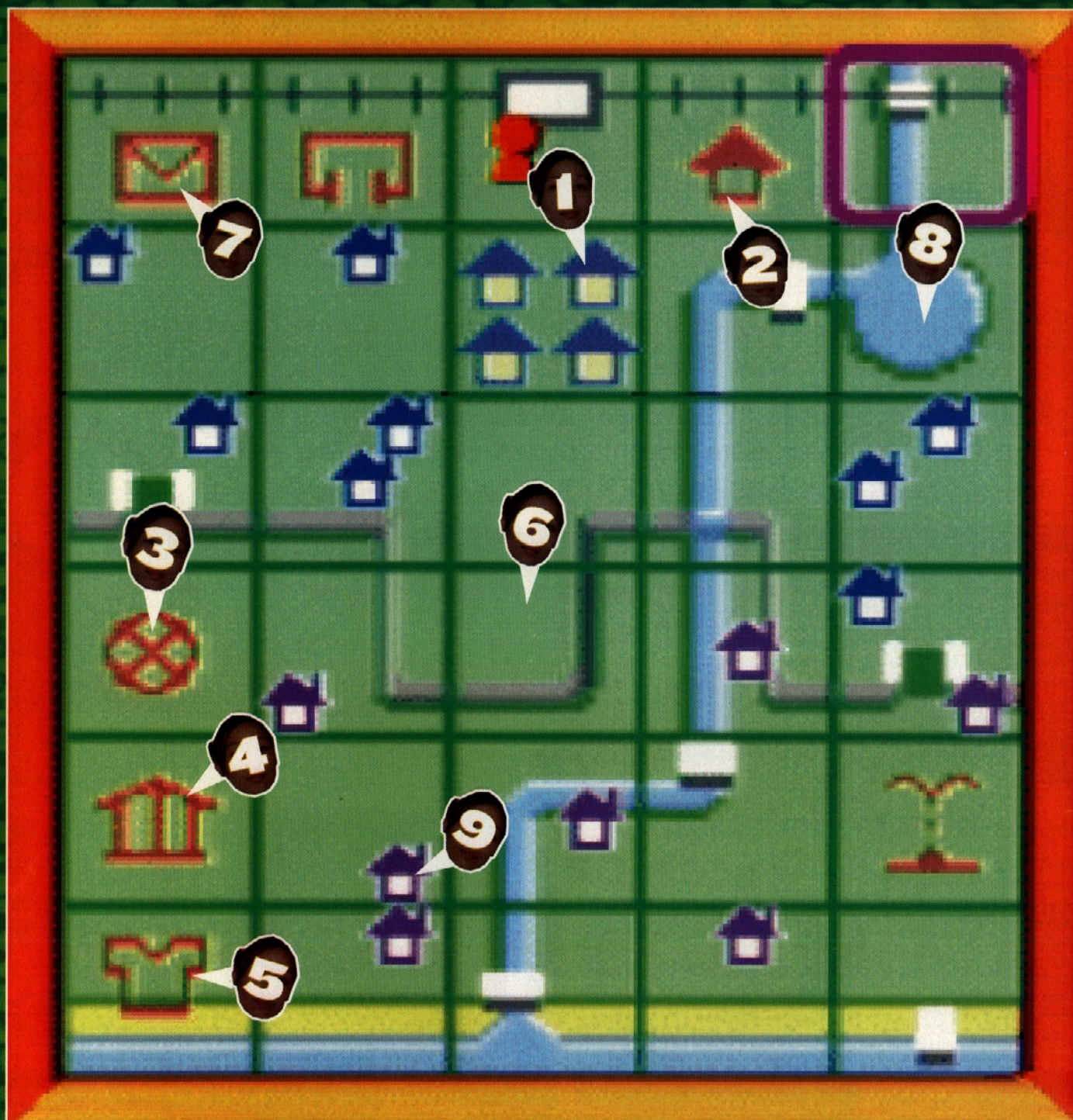
My house

This is my gaff. I've turned it into a mansion, with a huge living room and I've even got an upper floor plus a basement. I don't think it can be made any bigger than this though.



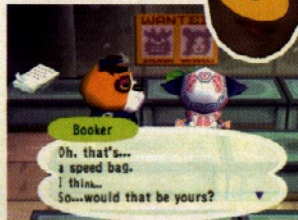
Tom Nook's store

Tom starts off with a puny shack, just like your house. But the more buying and selling you do at his store the bigger and better it will become. In my town he's got a HUGE shop.



Police station

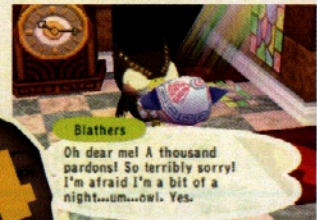
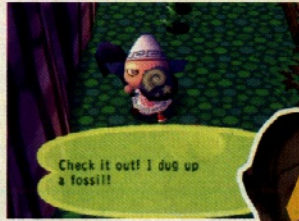
I've never come across any crime in my town, so these guys don't do much. They will tell you of any town events, and I often nick stuff from their Lost and Found.



3

Faraway museum

When you dig up fossils, you're supposed to bring the bones here for their collection, but I don't bother with that. Some of those babies are worth 5000 Bells to Tom Nook so I flog 'em.



4

The Able Sisters

I've tried designing a few garms before, but the dress I have put on my little *Animal Crossing* girl at the moment is the best. I found it in the dump. No, I'm NOT A TRAMP! It's decent stuff!



5

Controlling nature

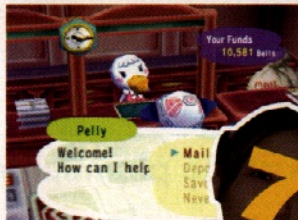
If you don't cut down trees and pull weeds as you wander around, they'll grow out of control. I was lazy once, and my town ended up like a jungle. Tree-kill-frenzy! CHOP! Who needs trees anyway?



6

Post office

Obviously, you can send letters to friends here, but this is also where you'll have to take your money to pay Tom Nook. Pelly can be a real moody cow sometimes, but you can't hit her.



7

Here fishy, fishy

I occasionally fling out my rod to see what I can catch. I never bother fishing in the streams because all I catch are bass or old boots. The beach is where you'll hook the real monsters.



8

Friendly with the locals

They come and they go, some are polite and some are rude. I always try to be friends with everyone. You can get cool stuff from them as gifts, especially if you tell them when it's your birthday. But any that nark me off get my bug catching net clobbered into their head. That gets them REALLY angry.



9

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

Being Nintendo. You know who they are - you're reading the official magazine.

MULTIPLAYER: _____ NO

PUBLISHER: _____ NINTENDO

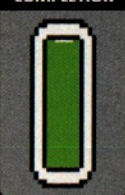
RELEASE: _____ SEPTEMBER 24TH

REVIEW: _____ NEXT ISSUE

PREDICTED SCORE

What more needs to be said? It's been a long time coming but when it finally arrives you guys need to be outside the shops ready to snap one up.

THE PHIAL OF COMPLETION



90%
PLUS

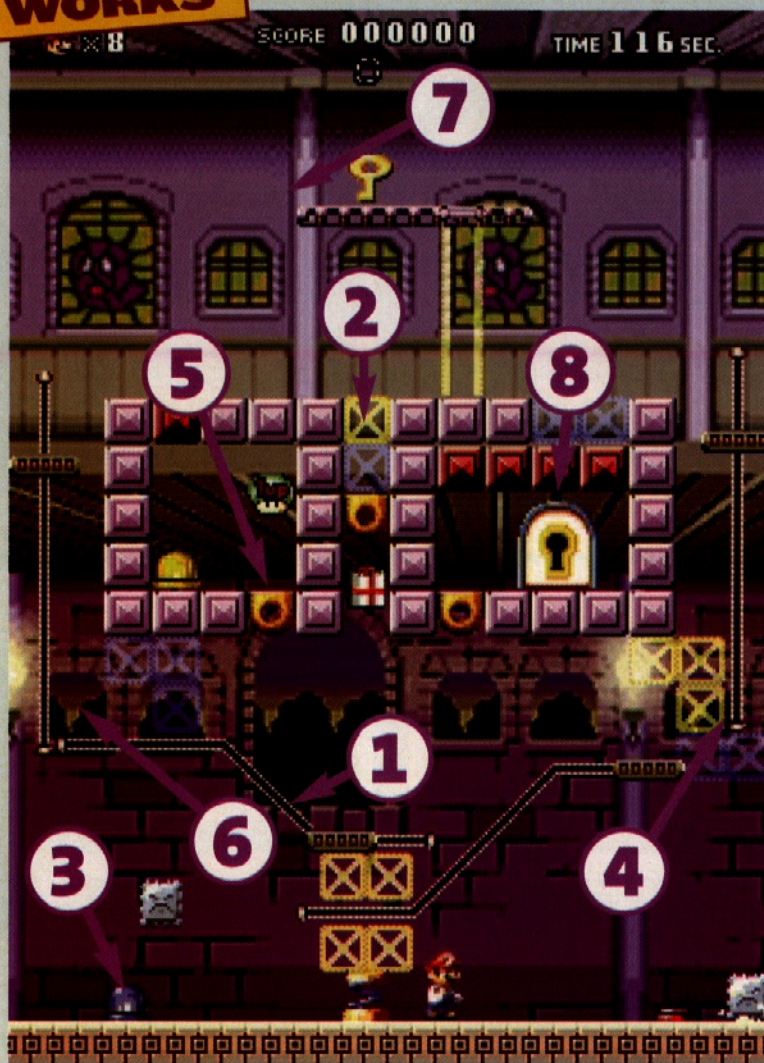
HOW IT WORKS

1 Use the spring and launch onto the left platform, transfer and ride to the top.

2 Drop down the centre and grab the red present.

3 Pound that blue switch.

4 Take the right platforms to the top.



5 Drop down the left side. Hit the yellow switch. Do not miss the yellow platform on the way down, or you'll have to start over at #3!

6 Up the left side again.

7 Go up the yellow ladder, grab the key and drop down the left side. Do not go down the right side.

8 Drop down here, and finish the level. That's how Mario vs Donkey Kong works.

Mario vs Donkey Kong

Based on previous results, you'd have to say the plumber was the favourite.

Our story begins, as it usually does, with a monkey watching TV. Lying on the couch channel-surfing late at night, Donkey Kong spies a commercial for some wonderful new Mini Mario globes, and he's instantly enraptured. Wouldn't we all love a spherical Italian plumber to call our own? Immediately our buddy DK rushes out to the shops only to find they're completely sold out. Now as you may have seen on the National Geographic channel gorillas are quick to anger, and ol' DK won't go home empty handed, oh no. He breaks into the conveniently-



across-the-street Mario Toy Company and steals an entire batch of Mini Marios.

This is where the real Mario comes in, our hero in red. It's his (and therefore your) responsibility to track down this mischievous monkey and rescue the Mini Marios. That they'll be rescued only to be sold into virtual slavery to slobbering children and nauseatingly cute schoolgirls is entirely not the point.

In typical Mario style the game is divided into worlds, with names like Donkey Kong Jungle and Fire Mountain, and stages, imaginatively called things like 1-3 and 4-2. You must complete a level before

you move on, but after you've beaten it you can come back to it any time and give it another run. This will come in handy later.

Each world consists of six stages, a Mini Mario stage and a boss fight. Each stage is divided into two halves, both with simple and clear objectives. For the first half you must help Mario pick up the key and carry it to the

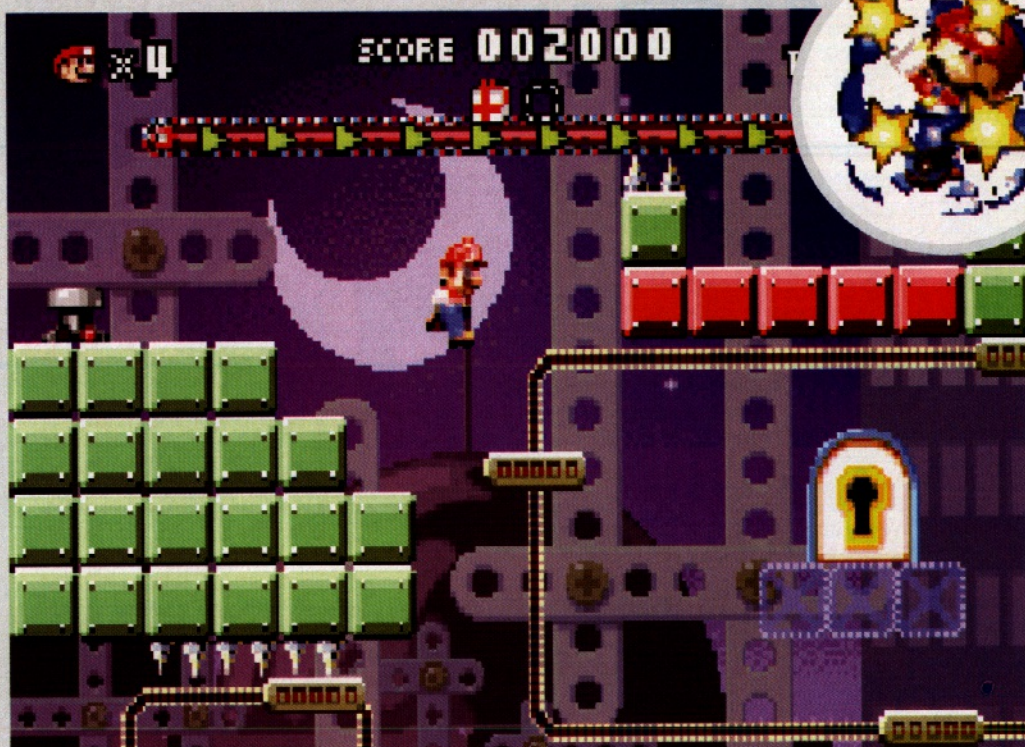
lock, a task that's often complicated enough on its own, as Mario cannot carry the key up ladders or while dropping from too great a height. In the second half you find and rescue a Mini Mario that Donkey Kong has left behind. As you might expect there's more to it; your progress is complicated by both a vicious time limit and bonus presents, as well as



□ Hanging off tails. It's abuse



□ Imminent laser death for Mr. M



□ Remember Mario when he wore a blue hat? He did, you know. 1983. Respect our knowledge and power



□ Pre-rendered sprites. Ugh. Thanks for inventing those, Rare. Good work

natural hazards. And animals. This is puzzle action strong enough to give you a brain haemorrhage. It's a big bad world out there, kids.

The boss battles are propelled in the 'legendary' bracket straight away. You get to throw bins at a monkey, plugging a glaring hole in the realm of digital primate abuse.

That'll teach the stupid hairy animal for chucking those barrels twenty years ago. Eat bin, Kong. Wallop!

Every level is trickier than the last, and happily the difficulty curve is perfect. While you can sleepwalk through the first few stages it will quickly become obvious you should pay more attention



□ Mario loots a keg of Stella from the Mushroom Kingdom off-license

or suffer the consequences. It's not unlike school then. Even when you've come to grips with the controls and can plot your path through the stage in seconds you should probably apply a more critical eye. Sure you can tear through the game as fast as possible, but in each stage there's more than a deviously located key and lock, there are other goals which are crucial for getting stars. Ahh, the stars - it wouldn't be a Mario game without stars would it? That's right, shake your head, it wouldn't be. Every stage will reward you with a star if you play it right, and when you've acquired all the stars... Well, it's worth your time, let's leave it at that for now.

You can easily beat the stages within the time limit, but each second left on the clock is worth a hundred points towards the score required to get a star. In addition there are three presents scattered around each stage, each worth enough points to make their collection almost mandatory - typically a third of the required amount.

At the start of every level Mario learns a new move, and there's a lot of new actions he can perform now, like backflips, handstands and rope climbing. Once you've watched the brief tutorial it's on to the action, and the action is - from the very start - all good.



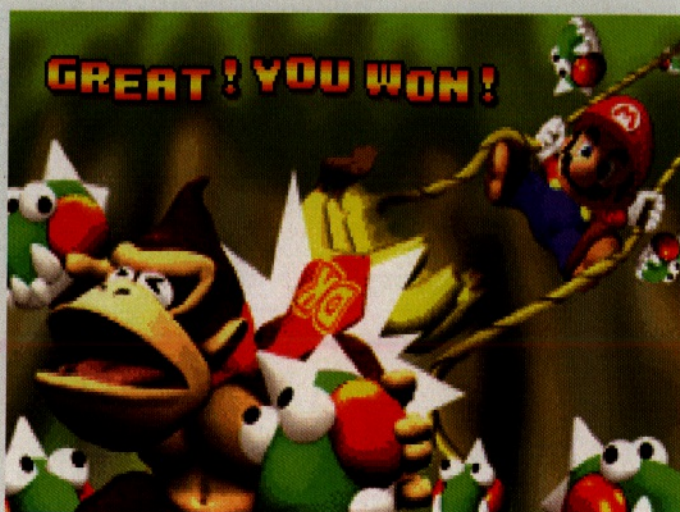
□ Monkey's face, meet Shy-Guy



□ It's Robert 'Dash' Omberwell!



□ "I'll just 'leave my door key here, in plain view, over the spiky bit'"



□ Did we just win? Was it GREAT? That sounds a bit sarcastic to us

Some players may experience some *deja vu* when playing *Mario vs Donkey Kong*. Many of the levels, and the fiends in the levels, pay homage to previous games in the *Mario* series. There are fireball spitting flowers, Shy-Guys, ghosts and switchblocks, a certain gorilla, barrels and springs, all familiar items but here used in exciting new ways. Colour coded ghosts will freeze solid when you press the right switch, becoming steps. Others will become solid and fall to the ground so Mario can collect them up and use them as weapons.

The first levels take place in the Mario Toy Company

complex, and they're pretty simple. Training levels, really, which is handy 'cos it can take some time to figure out how everything works.

One of the first things you'll find are the floor mounted switches, which are not unlike the switch blocks in *Super Mario World*, which must be stomped on to activate ladders, blocks and platforms of the same colour. The changes aren't permanent however: activating the blue switch will deactivate the red, stomping the red switch will deactivate the yellow, and so on. It can take a few tries before you learn the proper

order and layout of each level.

From there it's on to the Donkey Kong Jungle, and it's starting to get tougher now. For starters there are a lot of vines to climb. If you've seen *Donkey Kong Jr.* you know the crack: climbing, dropping and jumping to and from vines is the order of the day.

Fire Mountain is where we start to separate the silverbacks from the baby chimps. It's a lot more difficult now, and you'll find yourself working hard to knock a few seconds off your time to get that elusive hundred points for the star. There are usually several ways to complete the stages, and

the most obvious one will rarely be the right one. If you've got a friend to team up with you'll probably discover paths you'd never think of on your own.

Next up is Spooky House, which looks very much like the Ghost House in *Super Mario World*. Here's where the ghosts appear, smugly ethereal in their Shy-Guy masks. Our old friend Boo is back as well, following you stealthily if you dare turn your back on him. There are loads of moving platforms to contend with in this world, and so Mario's jumping skills will be taxed to their limit.

Mystic Forest is the next



Black and white flashback

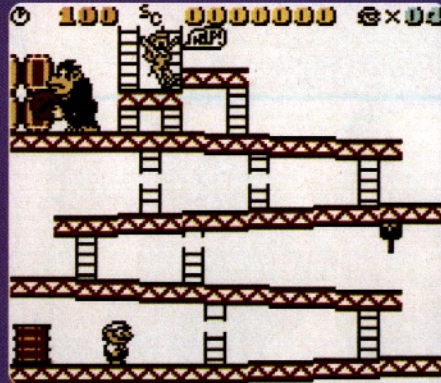
The original monochrome Game Boy is where this was born

Mario vs Donkey Kong didn't handspring out of nowhere. Back in 1994 Nintendo released a sequel to the original arcade *Donkey Kong* also called, strangely, *Donkey Kong*. You'd recognise it immediately as the prequel to *Mario vs Donkey Kong*, with most of the play elements the same in both games. Mario has most of the same moves, there's a key and lock in every level, and all the incredible platform action is intact.

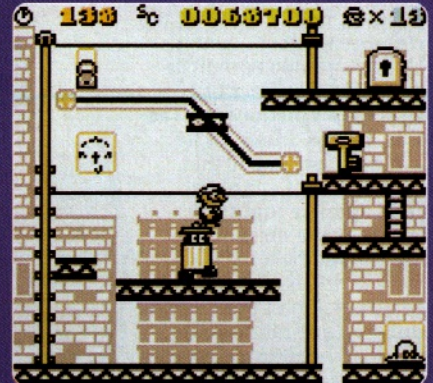
There are 100 stages plus a final boss fight, enough to guarantee a lot of fantastic gaming. *DK '94* was one of the few games to support the Super Game Boy too, so while it wasn't as colourful as the new game it was certainly better than other Game Boy games of the time. The Super Game Boy was, of course, the Super NES equivalent of the GB Player. It's not a Game Boy that's been bitten by a radioactive spider.



❑ To get the full effect, use a Super Game Boy. The GBA and GBPlayer don't do the colours justice



❑ The entire arcade game is included as teaser levels, just to whet your appetite. That's not in this new version though



❑ As you can see the original looks a lot like the GBA release. Except for the resolution. And colours

world encountered, with javelin-carrying Shy-Guys and - luckily - lots of convenient hammers with which to bop them. There's also lots of conveyor belts and a new kind of switch which changes their direction. One level has you remotely moving a key to the bottom of the screen using only the reverse switch. This is very cool.

Twilight City Plus is where things start to get incredible - take everything you've encountered so far, and add lasers. Combined with springs,



❑ You can't get those plants at the B&Q Garden Centre. But Homebase has them



❑ Dan's dodgy design, or a fun 'Spot the Mario' exercise? Dan?



animals, conveyors, ladders, switches, keys - and yes - platforms, it's stunning. That's where you think it's over. Notice how we said THINK... **Lawrence Wright**



❑ Don't know about you, but we probably wouldn't trust platforms that magically appear at the touch of a button to hold our weight above A BUBBLING SEA OF DEADLY LAVA

ESSENTIALS



DEVELOPER: NINTENDO

FAMOUS FOR:

You know all about their games, but did you know that Nintendo also invented oxygen? Prior to that, humanity breathed in sand and had a miserable and short life expectancy.

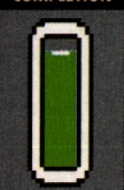
MULTIPLAYER: _____ NOPE

PUBLISHER: _____ NINTENDO

RELEASE: _____ LATE 2004

REVIEW: _____ OCTOBER. ISH

THE PHIAL OF COMPLETION



PREDICTED SCORE

Some of the best original platform action to hit the GBA. If you can get over the fact that Mario never shuts up you can't go wrong.

85
PLUS



D-d-d-d-
don't stop
the beat. I

c-c-c-can't control
my feet. Er, hands.
Nintendo officially announced
at E3 that its first-ever rhythm
game, *Donkey Konga*, is en
route to the West. If you don't
know what *Donkey Konga* is by
now, it's okay for us to kill you.
Nintendo's finally entering the
rhythm-game genre, and it's
got nothing to do with little
dance mats. *Donkey Konga*
plays a man's instrument. The
drums. Bongo drums, to be
exact, the instrument that
draws on one of our most
primal, ape-like urges: hit
things to make noise.

Developed by Namco,
Donkey Konga is a Nintendo-
themed version of their
popular arcade hit, *Taiko no
Tatsujin* (Drum Master), which
sits front and centre in most
Japanese arcades and sucks up
100-yen coins like crazy as
teenaged girls and drunken



Engrossed in the music, the
monkeys didn't see the
hunter creeping up behind
with the shotgun...



Donkey Konga

Packing its tiny suitcase, the Konga leaves its island home and sails away to the exotic Americas in search of fame.

salarymen alike line up to bash
the giant drums with wooden
sticks. The home versions on
the PS2 are million sellers in
Japan, but the cheapo home
version of the controller isn't
nearly as fun as the arcade.

That's where *Donkey Konga's*
soft, handheld bongos come in.
See, they're perfectly suited to

home use. There are only four
control inputs, but they work
perfectly together - left, right,
both, and clap. Check out these
screens. If you see a red icon,
hit the right bongo. Yellow
means left. A pink circle means
whap both of them at the
same time. A starburst means
clap - you can clap your hands,

tap the side of the drums, or
just scream and yell and the
microphone set between the
drums will pick up the sound.

There are lots of other
modes and unlockable bonus
games, too. Of course there are
cooperative two, three, and
four player session modes,
where the parts are split up
between the four players for
extra fun. And once you're sick
of working together you can
compete in a battle mode
with POW blocks that
will take a major
toll on your
buddy's score.

Now let's
get to the new
song list. While
we appreciate
the fact that
Nintendo's got
to engage in
some vigorous
cross-promotion by
keeping in the theme
song from the Kirby and
Pokémon cartoons, we're glad
that the heavily anime-themed
track list of the Japanese
version has been otherwise
tossed in favour of pop and
rock tunes. Where else are you

going to get to drum solo to
You Can't Hurry Love or *Wild
Thing*? *Wild Thing* was one of
the favourites at E3, probably
because it's well known and so
easy - it only rates two barrels
out of a possible eight. More
barrels means harder patterns,
you know.

With the success of the
Classic NES series and the
accompanying retro-style SP,
you knew Nintendo was gonna
make a play for the hearts
of the children of the
80s. Nostalgia is in
full bloom with
many of the new
songs - Devo's
inimitable *Whip
It!*, *Rock This
Town* by the
Stray Cats, and
Queen's football-
stadium anthem
We Will Rock You.

You can just hear the
drum line on that one,
can't you? Left right CLAP. Left
right CLAP. Doko doko PAN.
Just brilliant.

Got a little brother or sister
who loves to bang on things?
There's some tunes for them
too, like *Bingo* and *Campfire*



When you're sick of music

Bongo drums aren't just for rocking out. A variety of mini-games in
Donkey Konga use the game's unique controller in even more unique
ways. Juggle bananas by using the left drum to pass the banana to
DK's right hand, and using the right drum to toss it up in the air. Clap
to make Diddy Kong pass you another 'nana, and see how many you
can keep in the air. Or try for the hundred-meter climb in a scene
right out of *Donkey Kong Jr* - hit left and right to switch vines,
both to jump and clap to drop. Or play Whak-A-Mole with poor King
K. Rool's head. Fun, but not nearly as awesome as the bongo
platformer *Donkey Kong Jungle Beat*, coming next year.



□ Like *Mario vs Donkey Kong*. But nicer



❑ The last time we gave a drum to a monkey, it tried to eat the drum. So we zapped him



❑ The four player mode is cracking fun. Jam along in a world of bongoic ecstasy



❑ The dumb monkeys copy what you do. So long as all you do is hit the bongos and clap

“It draws on your ape-like urges to hit things and make noise”



❑ Under police barrel theft questioning, the boys did a great job of playing dumb



❑ Good job Mario isn't here. The peripherals would get thrown down the stairs at him

Medley. There's even a selection of old-geezer tunes just for Mum and Dad. They'll come running over to the TV when they hear *The Loco-Motion*. And strange as it sounds, your grandparents thought your parents were little ill-mannered punks for listening to those new-fangled “rock music” songs like *Louie Louie*, which some people say has dirty lyrics. And if your parents married young and had you when they were teenagers, maybe they remember *Earth, Wind, and Fire's* classic hit *Shining Star*.

And of course, there is a spicy mixed grill of Latin, swing, and big-band hits - the type of songs just made for conga drumming. How about Benny Goodman's classic *Sing Sing Sing With A Swing*? You may not know the title, but you've definitely heard it. Want to mambo to some *Oye Como Va* or *Para Los Romberos*? You got it. But hey - what happened to *La Bamba*, *Mas Que Nada*, and *Mambo No. 5*? They were all in the Japanese version, but not here? It makes no sense. We're baffled.

But wait, you say. What about Nintendo's bread and butter, their vast back catalogue of classic gaming tunes? They were sadly few and far between in the Japanese version but the E3 code featured a few more. There's a spicy Latin version of the *Legend of Zelda* theme, a super-hard remix of *Super Mario Bros*, and, sadly, the *DK Rap*. Why the *DK Rap*? Why not *Jungle Groove* from *Donkey Kong Country*, which was the only good thing about that game?

So that's the American tunes sorted out. What of the UK tracklisting? Well, Nintendo isn't quite ready to announce that in full just yet. It will be different again, as Marko Hein reveals in our interview on page 48. He's talking about Jamiroquai and Kylie Minogue among others. Go on, have a read. **Chris Kohler**

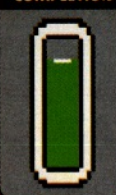
ESSENTIALS

DEVELOPER: NAMCO

FAMOUS FOR:

Taiko Drum Master (PS2), *Tales of Symphonia*, *Baten Kaitos*.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-4

PUBLISHER: NINTENDO

RELEASE: OCTOBER 15TH

REVIEW: IN A FEW ISSUES' TIME

PREDICTED SCORE

Tim only gave the Japanese version a predicted 65%, but with awesome new song lists especially for us Western gamers, it's even more fun.

80
PLUS

No one likes a Show off darling

PEOPLE
GOLF IS A VERY SERIOUS GAME PLAYED BY VERY SERIOUS PEOPLE

It's not a sandpit it's a bunker

The secret to a great swing is a great trouser.

Nintendo

DANDY FOP

bet you a fiver she misses.

OUT
18 JUNE
2004

I whip her every time at Mario Golf.

Wrong
Wrong
Wrong

You wish.

MARIO GOLF

Toadstool Tour

NINTENDO
GAMECUBE

12
Characters

10
Play modes

6
Courses

NICE SHIRT KILT MATE

Hello gorgeous

GET OFF
Shes mine

Nintendo®



❑ "You pot the white! Two shots to me! What? No?" BLAM...



❑ Robocop's on flower thief duty

➡ GameCube is a powerful game console. It can produce colossal 3D worlds with spades of detail without breaking a sweat. Congratulations to *Robocop* for managing to look crapper than most N64 games, and STILL manage to make GameCube drop its framerate to a painfully jerky level. Well done.

When you turn on your GameCube and the disc inside



❑ N64 or GameCube graphics?



❑ That villain spots Robocop and pretends to be a goody. "Have that Dav... urr, bad guy."



Robocop

Picture Lisa Riley in a bikini picking her nose and eating cow dung. This looks worse.



is making it cough out these shamefully poor visuals like a spinning disease spreading digital filth inside your console, you basically lose the will to play on. We don't need to explain what's awful about the graphics. Just look at the screenshots. It's a crime.

We all love Robocop. If you don't you're a weirdo. He's a robot that stomps around capping villains in the ass. But we don't remember the streets in the films looking so drab. Even with his detection sight that highlights all moving objects and power ups, you'll still

get a few rounds shot into your metallic chest before you spot where they're coming from and paste the offender. They appear out of nowhere, too. Look, games developer dudes; enemy spawning is a cheap trick, it's unrealistic and in this day and age, it's totally crap.

The earlier levels we played don't seem to be very well thought out. On the streets of the first level all of the doors are flat, non-interactive textures except for ONE, which you need to approach to complete your 'Find access to the sewers' objective. It's so random it hurts. We'd like to hope that later levels are at least a little better designed, maybe with a few nice surprises in store but somehow, we doubt that very much. **Mike Jackson**



ESSENTIALS

DEVELOPER: TITUS

FAMOUS FOR:

Do you remember Superman or Virtual Chess 64 on N64? Awful, huh? That was Titus.

MULTIPLAYER:

NO

PUBLISHER:

AVALON

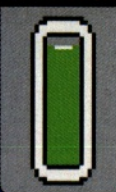
RELEASE:

TBC

REVIEW:

TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

Remember the film? No? That's because it's seventeen years old. The game is brand new, but crap and forgettable. Prime objective: ignore this.

30
PLUS



We know you can't get enough of the awesome *Pikmin 2*. We know this because strange, wild-eyed crazy people with flowers on their heads keep turning up in the office and watching us while we play.

They get red and blue body paint everywhere and follow us around when we whistle. Yes they're stupid and annoying, but that's what happens when people get excited about a game. We can't blame them either – from what we've seen so far Olimar's return to planet *Pikmin* will be one of 2004's best games. And it's got a ton of surprises in store, too!



Pikmin 2

Find out even more about Olimar's latest horticultural adventure in our spectacular Anthology of Interest.



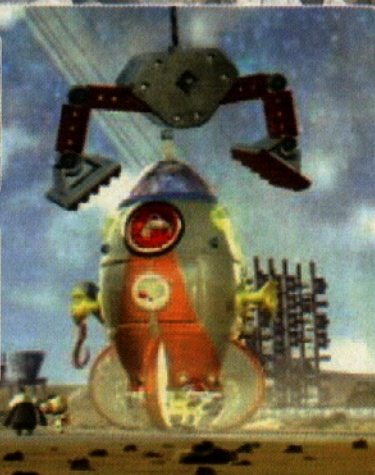
THE STORY SO FAR...



Some sequels are welcome. Others aren't. It's a safe bet you're happier to see

Pikmin 2 than *Jimmy Neutron 7*, but you still need a credible tale to tie the past and present together or it all seems a bit cheeky and false. Nintendo's take on this problem is simple: money.

Thanks to Captain Louie's cataclysmic encounter with a voracious space bunny and its appetite for his consignment of Golden Pikpik brand carrots, the Hocotate Transportation Company is bankrupt on Olimar's return. Even his recently mended Dolphin has been sold off in his absence. And now he's been sent back to *Pikmin* world on a cash-collecting tour without so much as a "cheers for letting us flog your wheels, mate". It's 10,000 Pocos or no more job for you. And the whole sequence is hilarious.



❑ No sooner has Oli landed than the bank has had his ship away

❑ Okay, okay! Can't we have a cup of tea before hitting space again?

CAPTAIN CAVEMEN

The caves, strangely absent from the first instalment (maybe we weren't paying attention) play a big part. Soon you'll find the first, full of subterranean nasties and vital treasure – it's called the Cave of Emergence. We think that might change.

To make life tough for Olimar & Co, your Onions don't follow you into the caves, so you can't replenish your army. But you can exit the cave at any time with your remaining Pikmin. Any beasts you return to the floating portion of your ship are turned into cash, a bit like when you drag a dead badger into Tesco and shout "pay the man!". There are 14 caves too, each with plenty of levels.



EGGS: CRUSH THEM



There's a variety of ways to get your army nectared up and brimming with flower power. Alongside the floating Honeywhisks of the first title, there are defenceless eggs. Get your bad boys to smash one open, just like it secretly desires and what do you get?

Lovely yoke nectar. Slurp, slurp, slurp. But like the surprise at the heart of a chocolatey Kinder Egg, it's not always what you want. Get an ovum full of mad beetles and your once tough army will run around, screaming like four-year-old children. Yeah boys, you're hard.



TOOLED UP FOR ACTION



Just as grabbing bits of Olimar's shattered Dolphin allowed you to access new areas, here you must also pick up vital equipment, usually buried in caves or guarded by bosses. But these artifacts don't just extend the range of your motor, oh no, pal.

Some upgrades, like the Treasure Antenna will tell you when an item is nearby, while others enhance your Whistle's range, provide immunity to electricity and unlock hidden modes. Of course, they're all worth valuable Pocos and you can check which ones you've got by accessing the Piklopedia between days (see p67).



Olimar's shopping list pt.1

Here are the first 12 items you'll find on Pikmin planet. Look! How cool are they?

Item:
National
Hi-top
battery

Weight:
20 Pikmin

Worth:
280 Pocos



Item:
Crushed
Can

Weight:
35 Pikmin

Worth:
170 Pocos



Item:
7-Up
bottle cap

Weight:
5 Pikmin

Worth:
100 Pocos



Item:
Orange

Weight:
15 Pikmin

Worth:
180 Pocos



Item:
Sphere
map

Weight:
101 Pikmin

Worth:
200 Pocos



Item:
Nintendo
playing
card

Weight:
1 Pikmin

Worth:
140 Pocos



Olimar's shopping list pt.2

Item:
Strawberry

Weight:
5 Pikmin

Worth:
170 Pocos



Item:
'Stone of Glory' (D-Pad)

Weight:
5 Pikmin

Worth:
100 Pocos



Item:
Domino

Weight:
12 Pikmin

Worth:
150 Pocos



Item:
Famicom Disk

Weight:
15 Pikmin

Worth:
230 Pocos



Item:
Game & Watch

Weight:
20 Pikmin

Worth:
280 Pocos



Item:
Pikpik Radar

Weight:
135 Pikmin

Worth:
200 Pocos



You've been wondering what that blue and red D-Pad icon on the left of the screen is, haven't you? Just admit it, there's no shame. Well, not much, anyway. The two colours represent different power-ups (Sprays), gained by juicing berries. These must be harvested from their stalks and carried back to the ship. Get enough of a colour and the power-up Spray will be at your disposal.

The red one (the Ultra-Spicy Spray) boosts your leafy soldiers' strength for a short time, good when you need to knock down a barrier or do some slapping. The blue one (the Ultra-Bitter Spray) briefly petrifies close-range enemy, useful if you're about to be slapped. All those that guessed the berries were a power-up, give yourselves a pat on the back. For those that didn't, we'll be producing a big-print handbook next month called *My Introduction to How Games Work*.

DON'T SAY IT, SPRAY IT



SUGAR, SUGAR, CANDYPOP!



Like Pikmin's colour-converting flowers, vital for solving later puzzles, the new game has its fair share of useful flora other than the Pikmin.

There are six Candy Pop Buds, the first five of which spit out not one, not two, but FIVE Pikmin of the same colour as the Bud before wilting. The last of the six, the Queen Candy Pop Bud produces nine plant warriors of whatever colour the bud was when you tossed in a Pikmin. This one only works once before wilting, though.

Of course not all the local plants are kind to you. Take the camouflaged Creeping Chrysanthemum which we'd gladly stamp to pieces if we ever found one around here. One minute it looks like all the other benign twigs, the next it's trying to scoff your tender brain.



In news set to disappoint demolition fans and amateur suicide bombers alike, it appears that the volatile Bomb Rocks have no place in the sequel.

BYE BYE BOMB ROCKS



Sure, we're sad to see them go, but their absence also means you won't incinerate all your dudes by accident just when you don't want to kill them all. Having been stripped of their high-explosive duties the Yellows demanded another skill. They got electrical resistance but: it's not quite as cool, we fear.

FIGHT THE FLAMES



In *Pikmin* you had to be careful.

Although your

Reds could withstand the jets of flame that leaped from fissures in the Forest Navel, there was always a

mad dash to get the Yellows and Blues across before they were roasted into tiny crisps.

Very tasty perhaps, but no good for lugging ship parts around. Now there's another way and it's everyone's alternative of choice: swift, brutal violence. When a flame is getting in your way, just get a small party of Reds to knock the crap out of it and fill in the hole. No more flame. No call-out charge. No worries.



PLUCK BUDDIES!



say that we

Some say Pikmin are slaves, used in open warfare by a vindictive spacesuited alien. When they get angry. Sometimes we break expensive stuff. Just because the 'min are cute and Olimar's a fat little bald guy in a suit, it doesn't make them the injured party. That's hippy thinking.

Olimar works his ass off for those guys. But the days are gone where Olimar trudged around an Onion plucking away endlessly while the timer ticked towards dusk? It was impractical, annoying. But now there's help: If you're with your fellow Captain he'll run around helping so you get the job done in half the time. Bonus.



PIKLOPEDIA INSANIA



Amazingly, there are something like 200 different items of treasure in *Pikmin 2*, some 12 of which are the items you need to progress and beat the game's many puzzles and traps. Then there's the astonishingly cute menagerie of creatures, some new, some returning for another crack at Olimar's tiny alien ass.

Once you've met a creature or picked up an item it can be viewed in sumptuous detail (between days) in the oh-so-cool Piklopedia. You can zoom in on each item or creature or spin them around for a better look and there's info displayed on each subject, too. Some, like the Creeping Chrysanthemum need you to toss a Pikpik carrot at them before they'll show themselves off. Clearly Nintendo is very proud of the astonishing game world it's created. We think they may just be showing off.



ESSENTIALS



DEVELOPER: NINTENDO

FAMOUS FOR:

Making your life indisputably better with all those awesome games you know and love. Mario anyone?

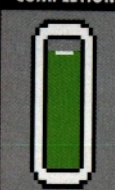
MULTIPLAYER: YES, TWO PLAYERS

PUBLISHER: NINTENDO

RELEASE: OCTOBER 9TH

REVIEW: JUST TRY AND STOP US

THE PHIAL OF COMPLETION



PREDICTED SCORE

Fermented in Ninty's creative juices, we're convinced this will be classic. When you get to play it "just remember how it's made... Ahhh!"

90% PLUS

Ribbit King

Have you pounded your frog today?



Cruelty to animals is a staple of the modern videogame. *Zelda* taught us to be curious about what happens if we slash at chickens with a sharp knife. And if kids tried to do to their turtles what Mario does - taking them clean out of their shells - they'd be left with a bloody mess and a dead pet. So it shouldn't be especially shocking that *Ribbit King* features the wanton abuse of poor little frogs.

A steady supply of frogs is the main ingredient in a future sport called Frolf - short for 'froggie golf', we imagine. Frolf is based on those carnival games where

you put a rubber frog on one end of a seesaw and smash the other end with a mallet, trying to get the frog to flip onto a lily pad winning you a fake Pikachu with green cheeks and loose razor blades for eyes.

But in *Ribbit King*, the frog is alive, and you flip it all over a massive golf course filled with strange creatures, delicious flies, and point markers. See, you get a lot of points for shooting your frog straight in the hole. But you get even more by bopping him around the course for a while first, collecting up points. The frog goes pretty



much right where you hit him - there's a standard *Mario Golf* styled aiming and shooting system. Where things get crazy is that the frog, being alive, will bounce around the course for a little while after that, attacking anything in its general vicinity.

If you aim right and luck is on your side, your little green guy will bounce from obstacle to obstacle, racking up points as he goes. If you mishit him, you might send him smack into the chomping teeth of an enemy creature, and you'll lose points as your froggy is thrown away, perhaps into another obstacle.

The concept is interesting and the artwork is hilarious, but the level designs aren't nearly as good as they could be - rather than setting up all sorts of tricky sequences and major payoffs, the holes are pretty much littered randomly with points and enemies. Still, with a four player mode *Ribbit King* could be a big hit at your next party. Make sure you serve a cocktail called an 'Amphibian'. Chuck a frog in a blender with some milk, whizz it round, and enjoy. **Chris Kohler**

❑ Clubbing a frog? That's wrong. Better to stamp on it so the guts come out of its mouth



❑ If pandas spent more time humping and less time golfing, they wouldn't be endangered

ESSENTIALS

DEVELOPER: BANDAI

FAMOUS FOR:

All kinds of anime-inspired games like *Digimon*, *Gundam*, *Ultimate Muscle*, *Cowboy Bebop*, that sort of thing.

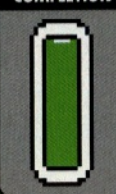
MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: ATARI

RELEASE: TBA

REVIEW: TBA

THE PHIAL OF COMPLETION



PREDICTED SCORE

After some private time with the E3 demo, we're not sure if *Ribbit King* is 'strangely fun' or just 'strange.' Frolf, however will never be the new national pastime.

60%
PLUS



□ Yes, cracking the floor with her face felt good. We smiled



□ Jinn leaps up and does a supersonic fart in Eyara's face



□ There are massive secret areas in every fighting arena



Barbarian

An aborted project that's been recovered from the bin smelling worse than last night's kebab.



Barbarian? An arena based, free roaming beat-'em-up? That sounds familiar. Wait... OH YEAH, we reviewed it in issue 121. If you've been reading *NOM UK* like a hawk for the past two years you may remember it. So why the hell are we previewing it again?

The game was finished nearly two years ago, yet the disc that turned up at the *NOM UK* office had PREVIEW written on it. Funny that; we were sent a REVIEW version EXACTLY like this 22 issues ago. And considering it got an

ugly *NOM UK* review score in issue 121 it's not going to take a genius to realise that you probably shouldn't hope for anything special from this game. Actually, expect 'average'.

Being able to sprint around freely in massive environments is cool enough. You can smash walls or jump off cliffs to take the ruckus to new areas too, like in *Mortal Kombat* games but on a bigger scale. If that wasn't

enough you can pick up bits of the scenery like boulders and crates to use on your opponent's face with a satisfying crack as the blow connects.

But when it comes to the key factor of the game - the fighting - we're less than satisfied. It's button-bashing system plays more like a ropey *Gauntlet*-style hack-'em-up. There are magic spells that can be cast using power from the blue magic meter but it's still a million miles away from the depth of the fighting system in *Soul Calibur 2*.

This is claimed to be a preview version of the game and from what we've seen we hope there'll be improvements made before its eventual release. We hope... **Mike Jackson**



□ Hit buttons and hope things happen



□ Look, you can see Eyara's ass! WOW!



□ The battle stops while P1 goes for a leak

ESSENTIALS

DEVELOPER: TITUS

FAMOUS FOR:

Making some of the worst games on the N64, like *Superman* and *Virtual Chess 64*.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: AVALON

RELEASE: TBC

REVIEW: NEXT ISSUE

PREDICTED SCORE

Why was *Barbarian*'s release cancelled in the first place? Because it's rubbish? Probably. We doubt a £20 price tag will make this a good investment.

50%
PLUS



Second Sight

Take *Metal Gear*, add special powers and change the game name... that's *Second Sight*.



Imagine waking up one day and discovering you have telekinetic powers. It would be great. You could float a disc into your GameCube, turn it on and hover your Wavebird into your hands, along with a can of Coke and some Walkers without even getting out of your seat.

This is what happened to John Vattic, the lead character in *Second Sight*, only he didn't wake up at home in a games-filled bedroom, but locked in a cell in a science lab after a six month coma. The thing is, he has no idea what he's doing there or where his psychic powers came from.

The story line plays a heavy emphasis on the gameplay in *Second Sight*. At the start of the game he has no idea what's going on and neither do you. In your first mission within the lab, you have to do



some investigation. You sneak your way into the Patient Records Department and log into their computers to find out what has happened to you and what you're doing there.

At certain points John will have flashbacks, suddenly remembering a significant event in his recent past. The coolest thing is, it's not just an overly

long and boring cutscene - you actually get to play the scene John is remembering, the outcome of which effects what's happening to John in the present.

For example, when you jack into some patient records in the lab, you find that you're linked to a woman called Jane who is logged as 'deceased in action'. This triggers a flashback of John on a military mission in snowy Siberia. During an intense gunfight Jane breaks from the group and gets herself into

trouble. You are given the order to save her and when you do, the game flicks back to the present time. John looks at the computer screen once more to find her status has changed to 'incarcerated', and so his next mission sees him breaking into the lab where she is held captive.

The way that the plot unfolds is all very intriguing, but what we were most interested in was John's new-found psychic powers. This is, after all what developers Free Radical (the makers of *TimeSplitters*) are raving on about.

John can lock onto objects and people, and lift them into the air with the power of his

mind. You get spotted by one of the lab staff and they call for security. A whole bunch of blokes run up to you, about to clobber you with their truncheons. You stretch out your arm and one of them starts to glow and lifts off the floor. The others brick it and run off screaming for their mummies like the big girls they are.

If they don't run off you can charge up and smash them all away with a sweet psychic blast. Then psychically heal yourself afterwards. You feel powerful. But despite your extreme powers, you can't take on everyone. You'll exhaust your psychic power meter and although it charges



□ Can you spot John Vattic? There he is. See him?



□ If we had this power we'd try it out on Anne Robinson

Is he dead yet?

We can think of plenty of cool and greatly satisfying kills in video games: a sniper head shot in *GoldenEye*, lobbing Bowser into those mines in *Mario 64*, boaring out the brains of a

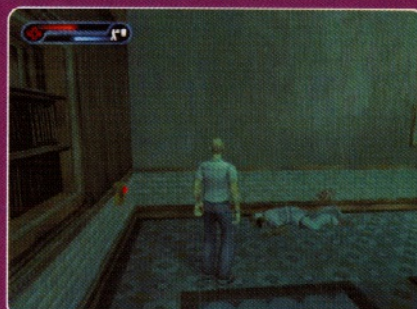
dinosaur in *Turok 2*, and there's more but we'll stop before we get referred to a mental ward. But out of all of them, this has got to be one of the top on our list...



□ These security dudes came running up to us like they were up for a scrap. But we lifted up this punk and the others bolted.



□ If we let him go he'll only attack us again so let's make sure he's not able to. A few smashes to the head on that wall should sort him out



□ Then, just to make sure, we launched him from where we were in the previous shot, right into this wall. Mate, you're ruined



□ If you take a crap there John, someone will spot you.



□ John wrecks labs as a hobby

up when you rest, it takes too long when there are ten guards popping shots into your ass. So you have to get all stealthy and this is where *Second Sight* becomes a bit of a *Metal Gear* rip off.

It works in pretty much the same way as *Metal Gear*, sneaking along walls and leaning out to peak or shoot

round corners with almost identical controls. *Second Sight* even uses the same annoying fixed camera system, so you often can't see where enemies are and there's no radar so it's even more awkward. We got a serious sense of déjà vu when we



□ Did anyone ever tell John that glass is SEE-THROUGH? That means people can SEE THROUGH it. They can shoot through it, too. Fool



□ No moustache, no shell, no egg-grabbing three-foot tongue... what a bloody freak!

made John step into a locker, close the door and peak through the grills in a first-person perspective. Or when we crawled through a vent shaft also in first-person. We were almost expecting Mei-Ling to radio in and ask John if he wants to save the game. **Mike Jackson**

ESSENTIALS

DEVELOPER: FREE RADICAL

FAMOUS FOR:

Take one look at those familiar graphics and you should be able to tell - they're the guys responsible for the awesome *TimeSplitters 2*.

MULTIPLAYER: _____ NO

PUBLISHER: _____ CODEMASTERS

RELEASE: _____ SEPTEMBER

REVIEW: _____ 2 ISSUES TIME

THE PHIAL OF COMPLETION



PREDICTED SCORE

Second Sight is like *Metal Gear* with psychic powers. If they can tighten the controls more and fix the camera angles, this could be cool.

75
PLUS

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BESTSELLERS

6663 Eamon	Don't Want You Back	7497 Black Eyed Peas	Shut Up
4443 Franka	F U You Right Back	0397 Michael Jackson	Billie Jean
6718 D12	My Band	8098 XTM	Fly on the Wings of Love
9119 Britney Spears	Toxic	8665 Black Eyed Peas	Where is...
9006 DJ Casper	Cha Cha Slide	8889 LMC Vs U2	Take Me To The...
4435 Usher	Yeah	4379 Outkast	Hey Ya
4789 Britney Spears	Everytime	8400 Ultrabeat	Pretty Green Eyes
6603 Anastacia	Left Outside Alone	9120 Black Eyed Peas	Hey Mama
6666 Christina Milian	Dip It Low	8587 P.I.M.F.	30 Cent
5533 Maroon 5	This Love	4211 Eminem	Lose Yourself
4364 Cassidy R Kelly	Hotel	8370 The Darkness	A Thing Called...
4437 McFly	5 Colours in Her Hair	1430 Twista	Slow Jamz
9408 Peter Andre	Mysterious Girl	5672 Scooter	The Logical Song
9563 Mario Winans	I Don't Wanna...	0754 Darude	Sandstorm
7165 50 Cent	In Da Club	8063 Sean Paul	I'm Still in Love...
8093 Kelis	Milkshake	8189 Beyonce Knowles	Crazy In...
8954 Busta	Air Hostess	8711 Jamella	Superstar
4454 Christina Aguilera	Dirty	6805 Avril Lavigne	Skater Boy
1206 Abba	Dancing Queen	8835 50 Cent	Many Men

CHART HITS AND PRE RELEASE

7847 4 & 2	Come On England	9015 Javine	Best Of My Love
8835 50 Cent	Many Men	8816 Jay Sean	Eyes On You
1435 50 Cent	If I Can't	4098 JC Chasez	All Day Long I...
8748 Ana	We Are	8661 Jennifer Ellison	Eye Eye Boy
7487 Avril Lavigne	My Happy Ending	4771 Kanye West	Through The Wire
4357 Avril Lavigne	Don't Tell Me	4397 Kevin Lyttle	Turn Me On
9276 Beanie Man	Dude	8817 Mania	Looking For A Place
4606 Beyonce Knowles	Naughty Girl	7106 Mario Winans	So Fine
8589 Beyonce Knowles	Baby Boy	7779 Marques Houston	Pop That
8346 Big Brovaz	Revolution	7015 Matt Goss	Fly
9878 Blazin Squad	Feeling This	4253 McFly	Obviously
7470 Blink 182	I Miss You	8815 Monroe	Smile
9132 Blink 182	Breathe Easy	1432 N*E*R*D	She Wants to Move
9275 Blue	Talk About Ur	1421 Natasha Bedingfield	Single
9558 Brandy	Thunderbirds Are Go	2424 Outkast	Roses
8809 Busta	3am	7605 Paul Van Dyke	Crush
9876 Busta	White Fire	9929 Peter Andre	Insania
7108 Christina Milian	I Love Them	4244 Phix	Wild Boys
8568 Dido	Time	9125 R Kelly	Happy People
7582 Eamon	Disco	8663 Sean Paul	I'm Still in Love...
7021 Ferry Corsten	Push Up	7774 Sean Paul	Get Busy
8818 Flip and Fill	The Show	8808 Shapeshifters	Lois Theme
7020 Freshly	See You Baby	4440 Sugababes	In The Middle
7042 Girls Aloud	See You Baby	7590 The Black Eyed Peas	Let's Get...
7824 Groove Aid	See You Baby	7001 The Farm	All Together Now
8814 Hypo Psycho	Public Enemy	4785 The Streets	Fit But You Know It
9928 Ian Van Dahl	Believe	7775 The Streets	Dry Your Eyes
7105 Jamella	See It In A Boys Eyes	9013 UD Project	Saturday Night

TXTUK RECOMMENDED

1206 Abba	Dancing Queen	1275 Guns and Roses	Sweet Child...
0744 AB	9 pm (Till I Come)	0544 Guns and Roses	Paradise City
6505 Avril Lavigne	Skater Boy	1048 Ian Van Dahl	Castles in The Sky
0276 Bon Jovi	Living On A Prayer	4154 Marilyn Manson	Tainted Love
0754 Darude	Sandstorm	0397 Michael Jackson	Billie Jean
1272 Deep Purple	Smoke On The Water	8021 New Order	Blue Monday
0616 Delirium	Silence	4028 P P K	resurrection
1226 Elvis Presley	Suspicious Minds	0208 Robert Miles	Children
0621 Faithless	Insomnia	5872 Scooter	The Logical Song

TV & FILM THEMES

4508 TV & Film	Sex and the City	1285 TV & Film	Happy Days
5150 TV & Film	Phoenix Nights	4064 TV & Film	Harry Potter
0022 TV & Film	Benny Hill	1483 TV & Film	Jenny Bond
1878 TV & Film	Only Fools and Horses	1484 TV & Film	Knight Rider
0785 TV & Film	Buffy Vampire Slayer	0237 TV & Film	Looney Tunes
1481 TV & Film	Eastenders	1284 TV & Film	Mission Impossible
1284 TV & Film	Fraggle Rock	0087 TV & Film	Scooby Doo
1573 TV & Film	Itchy and Scratchy	0091 TV & Film	The Simpsons
0083 TV & Film	Rhubarb And Custard	0108 TV & Film	X Files
0076 TV & Film	The Muppets	0845 TV & Film	Dirty Dancing
0870 TV & Film	Fame	8619 TV & Film	Matrix
1544 TV & Film	Friends	8561 TV & Film	Lord Of The Rings
1482 TV & Film	Ghost Busters	1288 TV & Film	Muppets Manamania

Saturday Night Classics

8245 The Streets	Don't Mug Yourself	4184 Oakenfold	Slammy Eyed Surprise
7901 P Diddy	Bad Boys for All	5942 Nelly	Hot in Herre
6430 Bizarr Inc	Playing with Knives	4080 Pateone	Addicted to Bass
8432 Mondays	24 Hour Party People	8434 Gaze Kru	Super Sharp Shooter
6434 The Ones	Absolutely Flawless	4027 Beddingfield	Gotta Gel Thru This

Dance Classics

1424 Chemical Brothers	Hey Baby	0339 Fragma	Tocas Miracle
1243 DJ Otzi	Hey Baby	0208 Robert Miles	Children
0419DJ Quicksilver	Belissima	0218Sash	Ecuador
0421 Faithless	Insomnia	5872 Scooter	The Logical Song
0758 Faithless	God Is A DJ	7840 Tamcraft	Brainwashed

Logos and Pix

Nokia Operator Logos

BLINK 182	574
SUM 41	2877
Two Fingers	2558
1541	
4489	1484
Koan	3534
1655	
11 M	4126
1362	3176
1653	
ALIENS	0945
1997	

Nokia Picture Messages

BOY!	5234
ARSENAL	
5078	
4822	5315
4839	6544
5955	5944
ADVISORY	5798
5953	
46 missed calls	5624
5624	7223

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8984 - Birmingham City	8995 - Newcastle Utd
8985 - Blackburn Rovers	8996 - Portsmouth
8986 - Bolton Wanderers	8997 - Southampton
8987 - Charlton Athletic	8998 - Chelsea
8988 - Everton	8999 - Spurs
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8990 - Leeds	9001 - Liverpool
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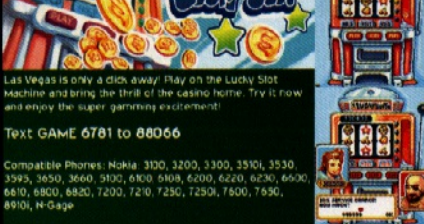
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The exploration on Mars has triggered a war between the aliens and human beings! Keep the Space Chivalry is determined to fight against these evil aliens. Allowing storyline in colorful graphics after you the most thrilling shooting excitement.

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In the role of Space Warrior 3167, your mission is to exterminate the evil invaders and bring peace back to the earth. Make good use of your laser gun to proceed in the different levels of adventures. You may also discover the secrets of Roswell Incident and the Egyptian Pyramids. The mysterious space is waiting for your exploration!

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Compatible Phones: Nokia 310, 3200, 3300, 3510, 3530, 3595, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6500, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i, N-Gage, Motorola: A815, V300, V500, V600, Samsung: SGH-S208, SGH-S300, X100, X108, 3600, 3608, Sharp: GX 10, GX 12, Sony Ericsson: X100



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Reviews



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» Reviews Grid » P.84



» World Racing » P.81



» Shrek » P.78



» Asterix and Obelix » P.80



» Crash and Spiro Fusions » P.82

MEET THE TEAM

At least pretend you're interested, FFS



TIM STREET

Spent all his time on *Four Swords* chopping down bushes like he was a cocking gardener or something.



DEAN SCOTT

Petulant refused to push four-man blocks unless he was guaranteed to get the chest at the end of it.



MIKE JACKSON

Started to suspect that it wasn't always an 'accident' when Dean chopped him down a hole and stole his rupees.



KINGSLEY SINGLETON

Got lumbered with the purple Link. Wandered around feeling cheated. Went and sat in the corner. Embarrassing.

SPECIAL THANKS TO...

CHRIS KOHLER

Found out secrets about the Nintendo DS that we swore on our mother's life we wouldn't publish. They're on page 24.

LAWRENCE WRIGHT

Sounds English, is actually Canadian and lives in Japan. He's new to NOM. So full of verve and ambition. We plan to break him.

JASON MUIR

Worked his knackers off with Bobby Tokyo to bring you *More, More Mario* (p44). If you want to see more of this, write in. Prove it.

SCORES AND AWARDS

90+
85-89
80-84
70-79
60-69
50-59
40-49
30-39
0-29

A Nintendo classic
Exceptional in its class
Great fun, but not ground-breaking
Some nice ideas, but lacks Nintendo magic
Few classic moments, for die-hards only
Been there, seen it, played it. Yawn!
No ideas, no gameplay, no way
Not worth buying
Not worth stealing



POISON
A real minger that might give you a bad disease just by touching it. Like Universal Studios.



SUPERSTAR
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.





■ The view from Sky Sports' medieval blimp cam, high above the town



■ 'I don't want to go out with you anymore, Erk. You're big white ball face isn't attractive'



■ The camera focus softens, and a gentle funk soundtrack fires up. Younger viewers, look away



■ When you call the emergency services, it's best to get the important facts across first

Fire Emblem

Epic battles, romance and gigantic dragons to torch your enemies asses. It can only be another tactical battling extravaganza from Nintendo. Well, it COULD be other things. But this time, it's that.

Are wizards and wyverns as cool as helicopters and tanks? Find out with Fire Emblem, a swords 'n' sorcery take on the Advance Wars theme of strategic turn-based battling, and an ideal game for players with Peter Jackson beards and whacking great Hobbit feet.

Developed by the same people responsible for the hundreds of hours you lost when playing the two Advance Wars games, Fire Emblem is very similar at first glance. You play the role of a junior tactician on the mysterious continent of Elibe. It's up to you to effectively send your magical forces into an epic battle for

peace. What's cool is that the 'units' at your disposal are real, three-dimensional (in the dramatic sense) characters rather than anonymous tanks or artillery units. They talk to you and they progress the story. They congratulate you when you're doing well and lay on the cuss if you mess up. Let them die in battle and, usually, that's it - they're gone for good. This is just one of the key differences that sets Fire Emblem way apart from the Advance Wars series.

You really get attached to the ever-growing army of buddies in your pocket. In fact you might even prefer them to your

real friends. After all, not many of us can boss our real mates around and order them to unleash devastating dragon attacks on the tough kids that hang around outside Asda on a Friday night. Another reason Fire Emblem rocks. Your units are able to level up with experience. Knights become generals, wyvern riders become wyvern lords and archers become snipers. With the class change comes new abilities and strengths that usually benefit your whole squad. You don't see boats morphing, Transformers-style, into aircraft carriers in Advance Wars do you now?

The levelling up and focus on

Game info

Price: £29.99
Publisher: Nintendo
Web: <http://fireemblem.gameboy.com>
Players: 1-4
Memory: Cart save

Out

June 26



personalities rather than nameless units makes Fire Emblem feel a lot more like playing an RPG than a straightforward strategy game. Exploration of the game's maps reaps huge rewards, in true role-player style. Sending characters to explore towns or houses on the map can result in finding rare weapons and items and even new characters to join your cause. There are even specific commands to use at appropriate points on the map like picking locks and opening chests.

It's satisfying, rewarding and the learning curve is so spot on that you relish every new challenge as it's presented, rather than flounder at it. The sound is spectacular and the visuals are bright enough to cause retinal scorching if played on an SP in a darkened room. One major disappointment however is the dumbed-down



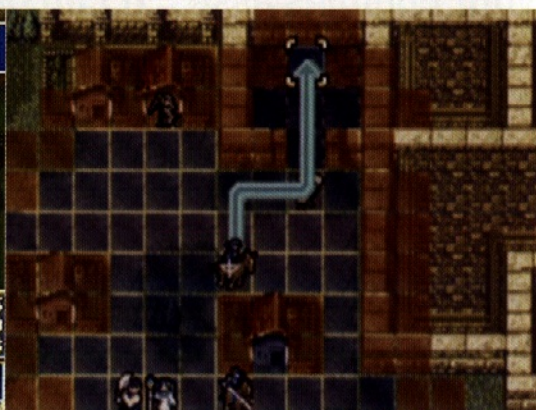
multiplayer game. Advance Wars's multiplayer was a must-play for mates with multiple carts. Fire Emblem's on the other hand only lets you pitch one character at a time against a mate's with the total score of battles won and lost deciding the winner. It's light years away from the tactical grandeur of the single player campaign and a bit poop. The flip side of this is, if you're THAT into wizards, you probably prefer to spend time alone anyway. Cooking up bat wing broth in your bedroom.

Another limitation, though one that applies to all strategy titles, is that once you've sussed out how best to use each unit, there's not much variation in the way you tackle missions, especially on repeated play to snaffle out secrets. The emphasis on magic and monsters probably isn't as cool as the steely artillery of Advance



■ Bool rhymes with 'tool', hence miserable schooldays

■ An extreme method to combat public lice



Axe beats spear, spear beats sword

Rocket Launcher defeats them all. Link up to Advance Wars to unlock that SUPER WEAPON (lie)

Simple ideas often work best of all, and this is true of the weapons and magic in Fire Emblem. Working on a rock-scissors-paper mechanic, weapons are bound by The Weapon triangle and magic by the Trinity of

Magic. Swords beat axes but are weak against spears. Easy enough, but you have to plan so that you move the right hero with the Weapon Triangle or Trinity advantage to attack the weakest opponents. It's ace.



Accidentally biting your tongue while chewing some gum: -5 HP; Taking a football full blast to the knackers: -200 HP; Germany out of Euro 2004: +400 HP.

"It's satisfying, rewarding and the learning curve is so spot on you will relish every new challenge"

Wars, but allows for a more in-depth and engaging game.

We find it weird, but great, that GBA - a machine marketed as being for younger players - should get such a bevy of high class top-drawer, not to mention complicated and adult, strategy games for older players. GameCube, comparatively, floats in a sea of Kirby games and Pikachu sims. Still Nintendo seems to have finally woken up to itself and smelt the coffee,

as Fire Emblem is coming to Cube (in Japan at least) much later in the year. Whether we see it over here or not is to be confirmed, but Fire Emblem on GBA has more than enough gameplay meat to last you until Nintendo makes a decision. Make their minds up for them and buy this cracking little game. Or add the finishing touches to the Bring Out All The Japanese Games spell you've been cooking up in your bedroom. SHAZAM! **Darren Fox**



■ Erk roasts to death inside the fire shield he made for himself

■ Numbers, words. The apex of excitement

So, should you buy it?



Yes if...

You love spending time with cool characters and learning about complex strategies.

No if...

You prefer your action faster and more immediate than what is essentially chess.

You'll love it if you like...

You'll love it if you like: Advance Wars, board games, Lord Of The Rings.

GRAPHICS

8

Bright, colourful but a touch too static for some tastes.

SOUND

9

If you like good sound, you'll like this. It features good sound. Music and that.

GAMEPLAY

8

Amazing orchestral sounds really impress, as do the sound effects.

LIFE SPAN

7

Three months. There's loads of replay value but the multiplayer is weak.

VERDICT

► Another jewel in the GBA's strategy and RPG crown. Essential if you love turn-based games and well worth a look even if you aren't sure, but it's a bit more complex than Advance Wars so newbies be warned!



BEST BIT: Lots of reward for exploring. Also: hitting dragons with axes

WORST BIT: The boys in the game are sexually frustrated and creepy

SECOND OPINION

► I love Fire Emblem so much, I glued a beard to my GBA. I glued it on the screen though, so it's hard to see the games now. I just didn't think it through. **Dean Scott**

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"HOT STUFF"

91%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



■ Those white chaps look far better plucked, cooked and served with chips

■ The people on Oxford Street get weirder by the day



Shrek 2



Game info

Price: £39.99

Publisher: Activision

Web: www.shrek2thegame.com

Players: 1-4

Memory: 2 blocks

Out
Now



■ Shrek's taught his girl how to spit greenies at birds. Nice

Flashy graphics and a movie licence - don't believe the lies. The film's cool. This isn't.

➤ You walk down a path. There's a girl. "I'm cooking some soup; can you get ten chickens for me?" Okay, yeah. Up ahead there's an elf dude. "You can cross my bridge only when you bring me 12 fairies." Alright, done that. Walk some more and you meet a games designer. "Get me one million glowing purple things. Oh, no reason why; I just want to be more of a PAIN IN THE ASS."

Collect, collect, collect, then collect some more. That's all you bloody do. It's like the basis for all bog-standard platformers that are created solely to milk the popularity of the film. If wandering around gathering and delivering things was our idea of fun we'd have become postmen or drivers for DHL. But it's not. It's mundane, repetitive and boring. After the 50th person asks you to retrieve their 28 lost chicken, you'll be wishing they included the option to say GET THEM YOUR

BLOODY SELF YOU STUPID, LAZY IDIOT!

If it wasn't for the cool gameplay mechanics in the Spooky Forest level, *Shrek 2* would have got nearer to 60%. That's 'coz in Spooky Forest, there are three mice that nibble their way along a trail of cheese that runs throughout the forest. The thing is, they're like Lemmings - stupid. They'll head straight for the next bit of cheese on the trail without consideration of danger or death.

You've got to make sure that they stay alive. You can't take your eye off them for a second. You'll be rucking with an enemy that just tried to gnaw the head off one mouse, only to find that another is about to nibble on some cheese set in a mousetrap. He'll get his head snapped clean off if you're not quick. You'll also be smacking down trees to bridge their path over rivers, and throwing apples to hit killer rats when your precious mice go somewhere you can't. It's basic

Mini-Shrek

The GBA version is also a crock of Donkey's dung.

■ The fully-3D game isn't brilliant. Guess what - neither is the cut-down 2D version. Sticking to the trend, the GBA version of *Shrek 2* gives you control of Shrek and friends with their unique abilities that you must combine to get through the levels. It's slow-paced and, just like the GameCube game, repetitive and uninspiring. Watch the films. Love the films. Don't waste thirty notes on this.



NOM RATING: 51%



■ Is chasing chickens time and time again fun? NO! That's why we buy them dead

but far more fun than the rest of the 'collect 50 of everything' scenarios.

We expected basic gameplay but we didn't expect the game to look as cool as it does. Each level accomplishes vast landscapes that stretch into the distance. The scenery is packed with detail, particularly in the area oddly named Far Far Away, where the streets are crammed with strolling people and passing chariots. It's all beautifully vivid in colour. Not to mention the quality of the character animation. With a vast array of facial expressions they really come alive in the cutscenes, just like in the film. With visuals like this, who needs FMV? It's a shame the actual gameplay doesn't live up to this standard, but not actually a surprise.

However, *Shrek 2* is not an awful game, by any means. The controls are solid, and things are made a little more entertaining when playing with others. At any time during the game another

player can plug in a pad, hit **START** and join in the action. They'll take control of one of your three following allies and up to four players can play at once. Each character has a unique special ability, like being able to jump higher, pick up items or butt-stomp. So you'll be working with each other to get through levels, like a weaker incarnation of the *Four Swords*-style gameplay.

Unless your mates are utter gaming amateurs, co-operating with them will also rescue you from the tedious habits of AI that would otherwise control your partners. They always get in the way, only attack enemies when they feel like it and are so stupid they often get themselves killed anyway. But it doesn't rescue you from the remaining fact this is just another average movie-based platformer, that'll be lapped up by over-obsessed, *Shrek*-loving kids that'd dig anything with the ogre's green, blubbery face on it. **Mike Jackson**

So, should you buy it?



Yes if...

You'd kneel down and kiss the ugly, green feet of Shrek if you were ever to meet him.

No if...

You're after a quality gaming experience and not a £40 bit of merchandise.

You'll love it if you like...

The previous *Shrek* game on GameCube, or *Spyro: Enter the Dragonfly*.

GRAPHICS

8

It actually looks pretty damn good. Look at the screenshots. See?

SOUND

7

The voice action is cool but in-game speech samples are always tedious.

GAMEPLAY

6

Basic 'collect everything' gameplay that quickly becomes tiresome.

LIFE SPAN

4

11 chapters, half an hour each if you're not rubbish. That's not long.

VERDICT

> We not going to say the typical "fans of the film will love this" garbage. Fans of typically average movie tie-ins will love this. It's not bad but proper gamers will have seen it all before.



BEST BIT: The ugly ogre's game gets top marks in the looks department.

WORST BIT: We'll deck the next person to ask us to catch their chickens.

SECOND OPINION

> It seems like they were concentrating on making it look like the movie so hard they forgot to put a decent game in. Another one for the cash-in bargain bin. **Kingsley Singleton**

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"FAIRY STALE"

69%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



Asterix & Obelix XXL

A couple of characters nobody cares about star in their own (crap) game. Share our excitement.

> *Asterix & Obelix XXL* successfully defines the meaning of the word budget. Everything about it is cheap and dreadfully crappy. It's the charity shop of games. The No Frills range.

Really, from the moment you fire up this game you will be insulted by its blatant cheapness. The main menu screen is nothing

more than a shaded dark box with plain white text on a sky blue background. Compare this to the beauty of the menus in *Wind Waker*, *Super Mario Sunshine* or even *Monkey Ball* and you'll see what we mean. We've seen better-looking menu screens in NES games.

Hit New Game and the in-game visuals aren't much better. The intro shows Asterix and Obelix walking through a little village, but everything looks lifeless. There's no sense of environment at all. The detail is way below what you'd expect for GameCube, even in

a cartoony game and real-time lighting is non-existent. You know in *Wind Waker* when Link's cap blows around in the breeze, or when you take a flame into a dark room and it lights the walls around you? THAT'S what you call quality.

It's that sort of stuff that brings a game alive. That said, This is as full of life as the stag that Dean smashed into at 50 miles per hour.

The actual levels don't ask much of you. Run around grabbing hundreds of pointless pick-ups and bashing wave after wave of Romans. They're

Game info

Price: £39.99
Publisher: Atari
Web: www.atari.com
Players: 1

Out

Now

real thick too - they have to stand dead still for a good three to four seconds before they can take a lunge at you with their spear. Rubbish. And with objectives like kill 70 Romans, or grab 100 helmets, This is hardly pioneering in innovative gameplay.

You don't need 270 words to tell you what was glaringly obvious from the beginning - you DON'T need this game.

Mike Jackson



■ Only another 70 million Romans to go. C'mon Obelix, you FAT, LAZY GIT! Hit people!!



That's the best-looking background scenery EVER.

So, should you buy it?



GRAPHICS

4

This game looks stiffer than a scarecrow with arthritis. This is GAMECUBE!

SOUND

5

Why the crap house tunes? This is a cartoon platformer. Not a PSOne racer.

GAMEPLAY

3

Move along, move along. Nothing to see here. Nothing at all. It's all old.

LIFE SPAN

3

Only six levels, and if you play through them all, get your head examined.

VERDICT

> The best graphics you'll see with this disc in your 'Cube is the spinning purple block and the start. Look at Mario's face at the top of this panel. Does he look like he wants you to get this game. NO, HE DOESN'T. Why not, Mario? "Cos it's-a well-a RUBBISH-A!" Listen to Mario.

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"MINGER"

39%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

World Racing

We're coming up to the last lap around the sun, and planet Earth leads Venus by a few million miles.

> Imagine this: you're hurtling down the road at over 100mph, blazing past the competition in your suped-up speed machine, laughing in their faces, when, all of a sudden, you're greeted by a massive UFO in the sky. Surprised, your attention is taken off of the race, and you fly into a wall, crunching your beautiful machine, and putting you in last place.

If we'd pressed pause there and wrote the review, it might have been a different story. UFOs are cool. There aren't enough random alien invasions in racing games these days. As we're snaking through a chicane, we'd love to have to also dodge a giant Godzilla foot plunging down without warning.

Actually, it would have been the same story. Because in getting to the cool bit, the

graphics chugged like a knackered old steam train, and only not even a row of Damon Albarn faces could have made the background blur more.

Your goal in this game is to become the world's greatest driver, by working your way up from being a total novice, to a total expert by winning more and more races, taking place in many locations all over the world, hence the name, *World Racing*.

At first glance, *World Racing* seems like a standard driving sim, with the ability to change gears at will and brake to skid around corners. The game seems fairly average, but, every turn, crash and skilful manoeuvre you make in the entire game is saved and added to your 'driver profile'.

The driver profile is a fairly innovative feature that tells you how you're doing,

ranking you on your placement, experience, performance skill, fairness and discipline. Very useful if you're trying to improve your racing skills. We also liked that you can blunder off course and explore off the edges of the main circuit, even if what's out there looks like crap.

And what's the crack with the loading times? We managed to play all the way through a level and a half of *Super Mario World* while waiting for a single *World Racing* track to start. It doesn't actually draw THE WHOLE WORLD each time, no matter what the name might suggest. It draws a small area of the world - badly. Maybe your GC is embarrassed, and is hoping you'll get bored and switch the game off.

James Statham

Game info

Price: £19.99

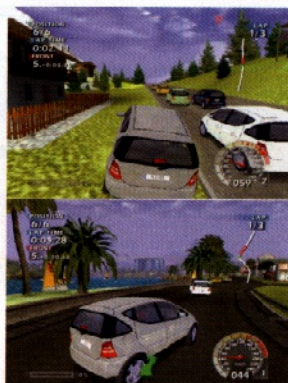
Publisher: TDK Mediactive

Web: www.tdk-mediactive.com

Players: 1-2

Out

Agos ago



So, should you buy it?



GRAPHICS

4

Bland, jerky and blurred. Let's throw a party to celebrate

SOUND

6

Tunes from the Ministry of Sound. If you like that kinda thing

GAMEPLAY

4

The off-roading is nice... but pointless. The handling fails to excite you

LIFE SPAN

3

Well, how long do you usually spend playing duff games?

VERDICT

> Did we mention it's all Mercs? Well even if you have a giant Mercedes emblem branded onto your chest, you'll concede that technical flaws effectively give this three flat tyres and fill it with diesel instead of four star. Sorry, but the GameCube racing game drought continues...

Nintendo

OFFICIAL MAGAZINE UK SAYS...

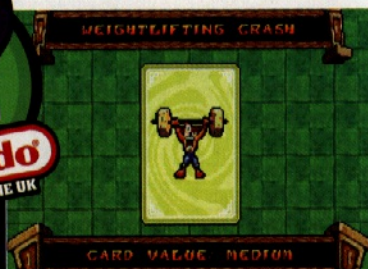
"BURNT OUT"

42%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



■ Hopefully the orange guy will drown



■ If you like cards, turn the page. DO IT!



■ Right. Now look at the pic in the same position over the page ----->

Crash Bandicoot Fusion

Orange bandicoot jumps on platforms and tries not to be bored to death with his own existence

Game info

Price: £29.99
Publisher: Vivendi Games
Web: www.vugames.com
Players: 1-4 (link up)

Out
Now

> Imagine for a moment that you make games for a living. You work in an office with an artist and a sound guy, and along with a few other game enthusiasts you make GameBoy Advance games. Now imagine you've given the job of creating a new update to the Crash Bandicoot legacy, but there's a small problem. Maybe your whole team hates marsupials. Perhaps you've got a ludicrous deadline, or you just got a 90% pay cut. Whatever the reason, it's caused this game to suck.

The 'features' of this game read like a checklist from the marketing department. You've got your family-friendly merchandisable mascot character, simple goals, a series of mini games, and trading cards 'cause that's what the kids are into these days. It's a travesty from the very beginning - no original thoughts were wasted in the production of this game.

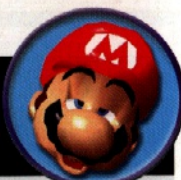
The graphics are dreadful or worse. Horribly pre-rendered sprites have sucked the soul out of Crash, stripping from him the charm and personality we've come to know and love. The backgrounds are often made from a single hue, the platforms you jump on are boring or ugly, and often both.

As in previous Crash games you collect wumpa fruit, avoid retracting spikes, and destroy or jump on different kinds of crates. This is standard Crash fare, it hasn't changed since 1996, so the developers spiced up the game with warp pads, each leading to an ugly and boring minigame. There are a half dozen on every level, and most of them are mandatory. It's in the developer's guidebook: when you haven't got enough good ideas for a game, throw in a series of extra minigames to keep the punters distracted.

You also get to collect cards and trade them with your friends, as if anyone would admit to being your friend if you talked them into buying this crap. Everything about this game is bad. Crash drives tanks, floats on turbo tubes, and shoots RC helicopters. If this sounds like fun we're very sorry - it's not. It's ugly, boring, uninspired and dull.

And it has a sibling, *Spyro Fusion*. It's the worst case of rushing a crappy game to market, made worse releasing what is essentially the same game with a different set of sprites and minigames. You need to link both clones together to unlock content. Our advice? Don't bother. **Lawrence Wright**

So, should you buy it?



GRAPHICS

3

Not the worst graphics of all time but someone should be ashamed.

SOUND

6

The music won't hurt you, but you've heard the sounds before.

GAMEPLAY

3

It's just bad, all of it. And the parts that aren't bad sure aren't GOOD.

LIFE SPAN

1

Judicious and properly supervised use of explosives might make it more fun.

VERDICT

> Do not buy this game. Do not accept it as a gift without getting a receipt. If someone you love has this game, steal it and burn it. If anyone tells you it's good, slug them and flee. It's for your own good.

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"GASH FUSION"

30%

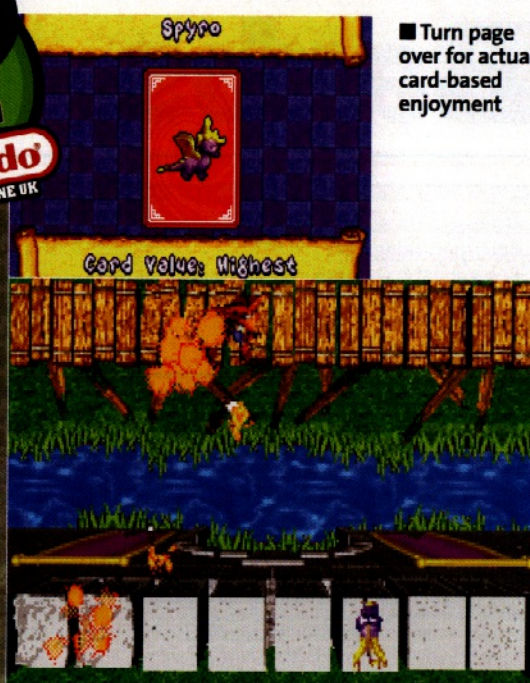
TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



■ Those back-grounds are staggering



■ Turn page over for actual card-based enjoyment



■ That's really not acceptable is it? We bet some kids will buy both.

Spyro Fusion

Game info

Price: £29.99
Publisher: Vivendi Games
Web: www.vugames.com
Players: 1-4 (Link up)

Out
Now

Purple dragon jumps on platforms and tries not to be bored to death with his own existence

► Imagine for a moment that you make games for a living. You work in an office with an artist and a sound guy, and along with a few other game enthusiasts you make GameBoy Advance games. Now imagine you're given the job of creating a new update to the Spyro legacy, but there's a small problem. Maybe your whole team hates dragons. Perhaps you've got a crazy deadline, or you just got an 85% pay cut. Maybe they've moved your office into the lavatory. Whatever the reason it's caused this game to suck.

The 'features' of this game read like a clueless manager's checklist. You've got your family-friendly merchandisable mascot character, simple goals, a series of mini games, and trading cards 'cause that's what the kids are into these days. It's a travesty from the very beginning - no original thoughts were wasted in the production of this game.

The graphics are very bad, or worse. Horribly pre-rendered sprites have sucked the spirit out of Spyro, stripping from him the charm and personality we've come to know and love. The backgrounds are often made from a single hue, the platforms you jump on are boring or ugly, and often both.

As in previous Spyro games you collect crystals, avoid retracting spikes, and flame or jump on different kinds of enemies. This is standard Spyro fare, it hasn't changed since 1998, so the developers spiced up the game with mysterious portals, each leading to an ugly and boring minigame. There are five on every level, they're all awful, and they're all mandatory. It's in the developer's guidebook: when you haven't got enough good ideas for a game, throw in a series of extra minigames to keep the punters distracted.

You also get to collect cards and trade them with your friends, as if anyone would admit to being your friend if you talked them into buying this crap. Everything about this game is bad. Spyro drives tanks, melts ice, and sits in tall robots. If this sounds like fun we're very sorry - it's not. It's ugly, boring, uninspired and dull.

And it has a sibling, *Crash Bandicoot Fusion*. It's the worst case of rushing a crappy game to market, made worse releasing what is essentially the same game with a different set of sprites and minigames. They're clones, but this is (accidentally?) marginally the better version. **Lawrence Wright**

So, should you buy it?



GRAPHICS

3

Dreadfully embarrassing. They didn't even try to eliminate the suckitude.

SOUND

6

Totally forgettable, but not nearly as offensive as the rest of the game.

GAMEPLAY

3

A stunning variety of abuse for the player masochistic enough to persevere.

LIFE SPAN

1

The most fun you'll have is burying the cartridge and forgetting you ever saw it.

VERDICT

► You have three choices. Buy the Spyro one, buy the Crash one, or buy something that you might actually enjoy. Surely nobody likes these B-grade characters enough to put themselves through this?

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"A DRAG"

32%

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Barbs, cards, Gauls,

Ultimate Card Games

Publisher: **Telegames**
Release date: **Out now**
Price: **£19.99**
Players: **1-4**
Game Save: **Cart**



■ Don't be fooled. We've only dropped this card game compendium in here because if we filled a page with screenshots of *Solitaire* you'd call the magazine police. There are stacks of card games on here we've never even heard of, and ones we already know we love like *Free Cell*, *Klondike* and *Poker*. There's nothing to stop you stripping either, bar public decency.

We know. A set of playing cards costs twenty-times less. But how lazy are you? Can you really be arsed to spend the time dealing yourself a game of solitaire, or do you want to press a button? With so much on here, it assassinates a long train journey. Hell, it's even good enough to be an excuse to buy a GBA for an Actual Old Person. Providing their gnarled, pee-stained fingers can work a d-pad.

Throw in one-cart four player on stuff like pontoon, and turn down the truly ATROCIOUS in-game music, and you can't lose. Providing you like card games. On GameCube, we'd be violently opposed to it. But on GBA, it feels right. Unless you chew the cart and break the chips, you'll always have a full deck.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"HUSTLER"

81%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Asterix & Obelix XXL

Publisher: **Atari**
Release date: **Out now**
Price: **£19.99**
Players: **1**
Game Save: **Cart**



■ Whoever designed this game wanted it all. An authentic Gaulish village, characters from the comic, cinematic cut scenes and lots of action. And he got it - the team managed to squeeze all this and more into a tiny Game Boy Advance cart. And boy, does it suck.

Right from the very beginning you know you're not going to have fun. The best thing about the introduction is the Atari logo; the pre-rendered Asterix & Obelix feature none of the style and charm they exhibit in the comics, now they're blotchy and ugly. It gets worse, far worse. The introduction consists of a half dozen ugly static images, and the music - which isn't very good - resets every time a new picture is shown.

The game itself might have been a great 16-bit platform game, but as a 3D adventure it's awful. The polygons bend and warp so fiercely when you get close to them your eyes will be begging to be gouged out long before you finish the first stage. This game is full of invisible walls, identical enemies, cut and paste backgrounds and dodgy control. A real shame.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"BOARING"

35%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Barbie: Secret Agent

Publisher: **Vivendi Universal**
Release date: **Out now**
Price: **£19.99**
Players: **1**
Game Save: **Password**



■ A lot of people in the games industry want to make games that girls would want to play. The reasoning goes something like this: Since most game players are male, there's a vast untapped quantity of girl gamers out there.

This game is ostensibly a girl game. It's largely pink, it's entirely non-violent, and it's totally boring. Run, jump, wear the invisibility, roll under objects. Climb ladders, sun guards with smoke bombs (purple, of course) and, in a remarkably innovative vein, complete disgustingly easy minigames to open locked doors.

The game is surprisingly well made, it controls well and might be fun if it wasn't so devastatingly boring.

There are guards who won't stop you unless they see you and are (!) alerted for some ten full seconds. You can stand still beside them for nine seconds, drop a smoke bomb and they immediately forget you exist. That's magic.

This is not how the game industry should be attracting the mythical girl gamer. Girls already play games, or so I'm told, because they're fun. They don't play games because they're pink or because they feature women protagonists.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"WHERE'S KEN?"

55%

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cars and robot cops.

Gadget Racers

Publisher: Zoo Digital
Release date: Out now
Price: £19.99
Players: 1
Game Save: Cart



■ Everything bout this game is average. It doesn't even scream 'middle of the road' so much as it kind of mentions, you know, in passing, that it isn't remarkable in any way. It's a racing game based on a moderately popular series of toy cars in Japan, which are modelled after moderately interesting vehicles. It doesn't aspire to any great height, nor does it possess any significant faults. It's the perfect invisible game.

There are a lot of indistinct vehicles that kinda look familiar, and you race them around tracks that are almost but not quite entirely uninteresting. When you complete a race you're awarded money, with which you can shower your car with generic add-on parts like steering and suspension upgrades and aero effects. Naturally you're given more money for finishing in a better position, and staying ahead of the CPU driven cars isn't particularly difficult.

The graphics are ok, the sound is middling, the control is more or less exactly what it should be. There's no reason not to buy this game, but by the same token there's no reason to spend your hard-earned money on it either. It's just so average - competent, but nothing more. Or less.



Robocop

Publisher: Avalon
Release date: Out now
Price: £29.99
Players: 1
Game Save: None



■ Classic games can be great fun. Everyone loves the old original *Super Mario Bros.* and *Metroid*, but this game is in no way a classic. It's a re-vamp of a crusty old arcade game, and it's improved with age in the same way that a cheeseburger doesn't.

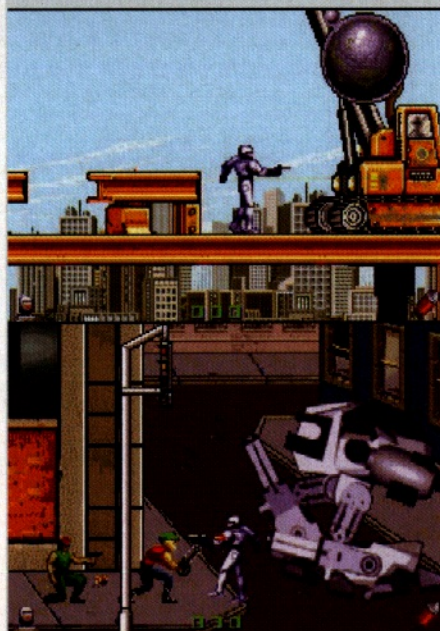
At times it seems too slow to be playable, and the officer bot can't jump to save his life, barely getting off the ground before shooting back down as if he were tied to the floor by a bungee cord.

At first you can only do a half-arsed punch that batters enemies away like feathers, and your fist sometimes doesn't seem to come into contact with their face before they fall. Sloppy.

Eventually, you'll grab some ammo and be able to shoot enemies, which is a little more fun, especially when you blast the gas canisters and cause a gigantic explosion.

The bosses are stale and slow-paced, and lack originality, and if Robocop snuffs it, you're forced to start right from the beginning of the level. No checkpoints here.

The arcade game was worth 10p a go. But £30 for a bad conversion? Ha!



Barbarian

Publisher: Avalon
Release date: Out Now
Price: £29.99
Players: 1-2
Game Save: None

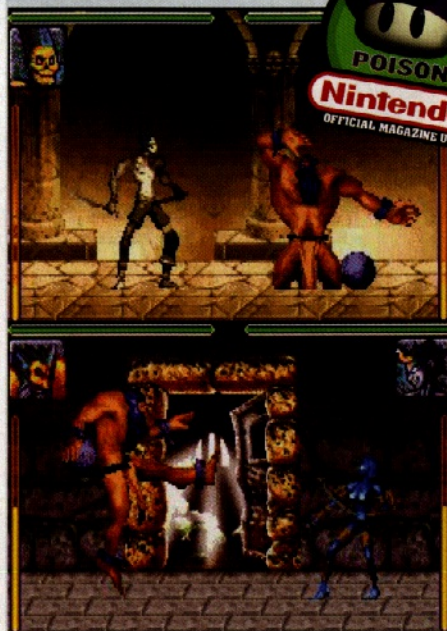


■ The word 'barbarian' comes from the Latin meaning to babble, and it's what the Romans called foreigners when they couldn't understand their language. See that, that's interesting that is. Unlike this game which is a pedestrian and barely features anything you'd loosely define as gameplay.

Side on beat 'em ups never work that well on the GBA, it's just not an epic enough format, and if a game's going to make an impact, it needs to have a gimmick, and *Barbarian* has nothing.

There are six game modes, arcade (normal fighting), survival (same as arcade, except you don't have any continues), training, multiplayer, the completely pointless extreme survival (beat enemies with a single hit), and time attack. There's a complex trick to winning though: it's called hammer B as fast as you can.

It's crap, but mercifully short. We'd managed to beat of the single player modes within minutes of turning the thing on. That's great for us, but only marginally better value for your thirty quid than an empty game box.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"INVISIBLE"

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50%

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"ROBO-CROCK"

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48%

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"FUNLESS"

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32%



"No! Like this!"

You've bought 'em, now tell us how you'd change 'em.

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- **Web!** Check out the nintendomagazine.co.uk forums and tell us your thoughts.

"Pokémon Colosseum is so good it made me cry. I can admit that. The only way to improve it would be if you give Pikachu a pill to make him grow to ten times the size and shoot big lasers out of his eyes."

David Andrews, Dorset



Final Fantasy: Crystal Chronicles

■ What a disappointment! The battle system is terrible compared to the older Final Fantasy games. I couldn't believe it when I found out you can only be one character (unless with friends). **Jason Meads, West Sussex**

■ A boring battle scheme; no block and varying attacks, especially when you do the same levels repeatedly! The ending is boring, talk to the spirit, move, repeat. Lastly, walk up to the parasite and press E. Over. **James Taylor, Leeds**

Metroid Zero Mission

■ One of the best games I've EVER played, but even with the new Chozodia section it's short, and even on hard mode I can smash through it in under two hours. **Alexander Clarke, via email**



Sphinx and the Cursed Mummy

■ This game is brill, but it's just too short! It took me about three days to complete! It ended so suddenly, without much of the game plot being tied up. What, for example, happened to Horus? The game only has two worlds to explore too, which I think is a real pity. **Elizabeth Taylor, Barnsley**

MK Double Dash

■ You should be able to change the colour of your kart, make cups out of your favourite tracks and add a Track Editor. Why not throw in boats or hovercraft, too. **Jonathan Hill, Ware**



Pokémon Colosseum

■ Story mode and battling rocks but allowing HMs to be used outside battle could have looked cool. Gang Battle shouldn't have been dependant on GBA link-up. You should be able to fight your mates without GBAs using random teams. **Sam Willis, Bath**



■ The battles get too repetitive. Story Mode is dull, as it's just battles in one player where you walk around and your assistant gets in your way. The battles look really good, just don't get too excited. **Dan Craig, via email**

WHAT DO YOU THINK?

We want to know your views on any Nintendo game, but especially these...

- 1•• Fire Emblem
 - 2•• Pokémon Colosseum
 - 3•• Metroid: Zero Mission
 - 4•• Mario Golf
 - 5•• Harry Potter and the Prisoner of Azkaban
- ... and anything else you've got burning a hole in your head!

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Masterclass

Busting the hardest parts

How to...

Find your way around old-school Hyrule

Oh, and slay all the classic *Zelda* bosses along the way



1 Aquamentus

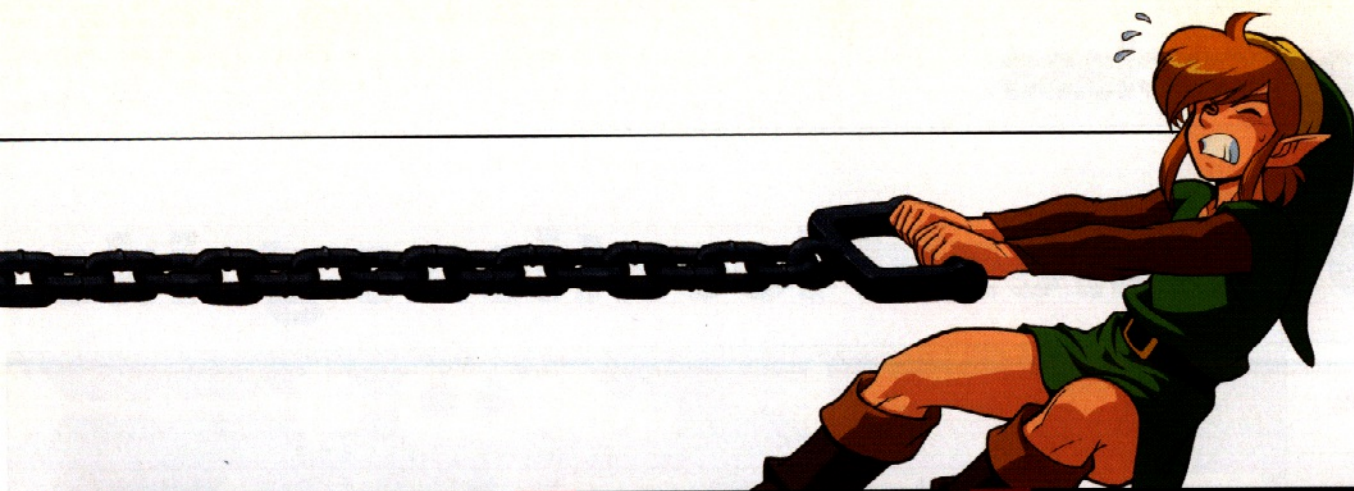
This is the easiest boss to kill and there are a few ways of doing it. If you have arrows then stand back and shoot. If you don't have arrows but your health is full then fire your sword. If you don't have health then get close and stab with your sword. A couple of well placed bombs will also do the trick.



2 Dodongo

You can't hurt Dodongo with your sword so equip bombs instead and follow him around. Try and drop a bomb right in front of the boss so that it gulps it down. The bomb will explode inside the boss. Two bombs will finish off Dodongo. You can also explode a bomb next to Dodongo to stun it, allowing you to kill it quickly with your sword. In later dungeons you'll encounter three Dodongos at a time, use the same tactics but be careful not to run out of bombs.





3 Manhandla

This boss can be tricky to kill as it moves quickly. Strike any of the four heads a few times to knock them off. Each time you detach a head Manhandla moves faster. By the time there is only one head left it will be zooming around the screen and be difficult to smack. You can also hurt this boss with arrows but once it's down to one head it's hard to avoid. You will encounter this boss a few times in the game so stick with the tactic that works best for you.



4 Gleek

When you meet this boss for the first time it has two heads, later on you will encounter it with three, then four heads. Use the same tactics to defeat each one. Run in close and attack with the sword. Each time you damage it a head will detach and fly around the room shooting at you. Try to ignore this and concentrate on the body. When all the heads are detached the boss will die. Making your boss die is always a good idea.



5 Digdogger

You can only damage this boss if you have the whistle. When you encounter the boss blow the whistle and it will become smaller and quicker. When it's small you can damage it. All you need to do is smack it a few times. If you drop a bomb before it the second you blow the whistle you can kill it in a single blast. This boss shows up a few times, it splits into more pieces after blowing the whistle otherwise killing it is the same.



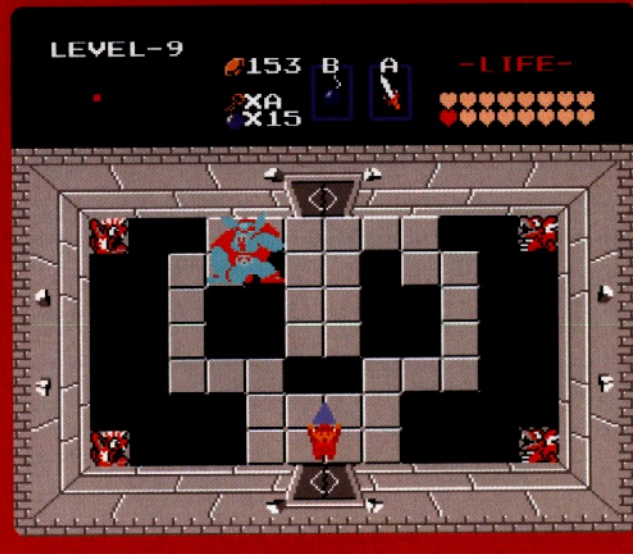
6 Ghoma

You can only hurt this boss using arrows and only by shooting it in the eye when the eye opens. The rest of the time try and stay in line with it and move side to side to avoid its fireballs. You only need to hit it in the eye once to kill it. Later versions will require a few more arrows to the eye. When you meet a Gohma in a room with fireball exhaling statues stand in the doorway to avoid being hurt and only move out when Gohma opens its eye.

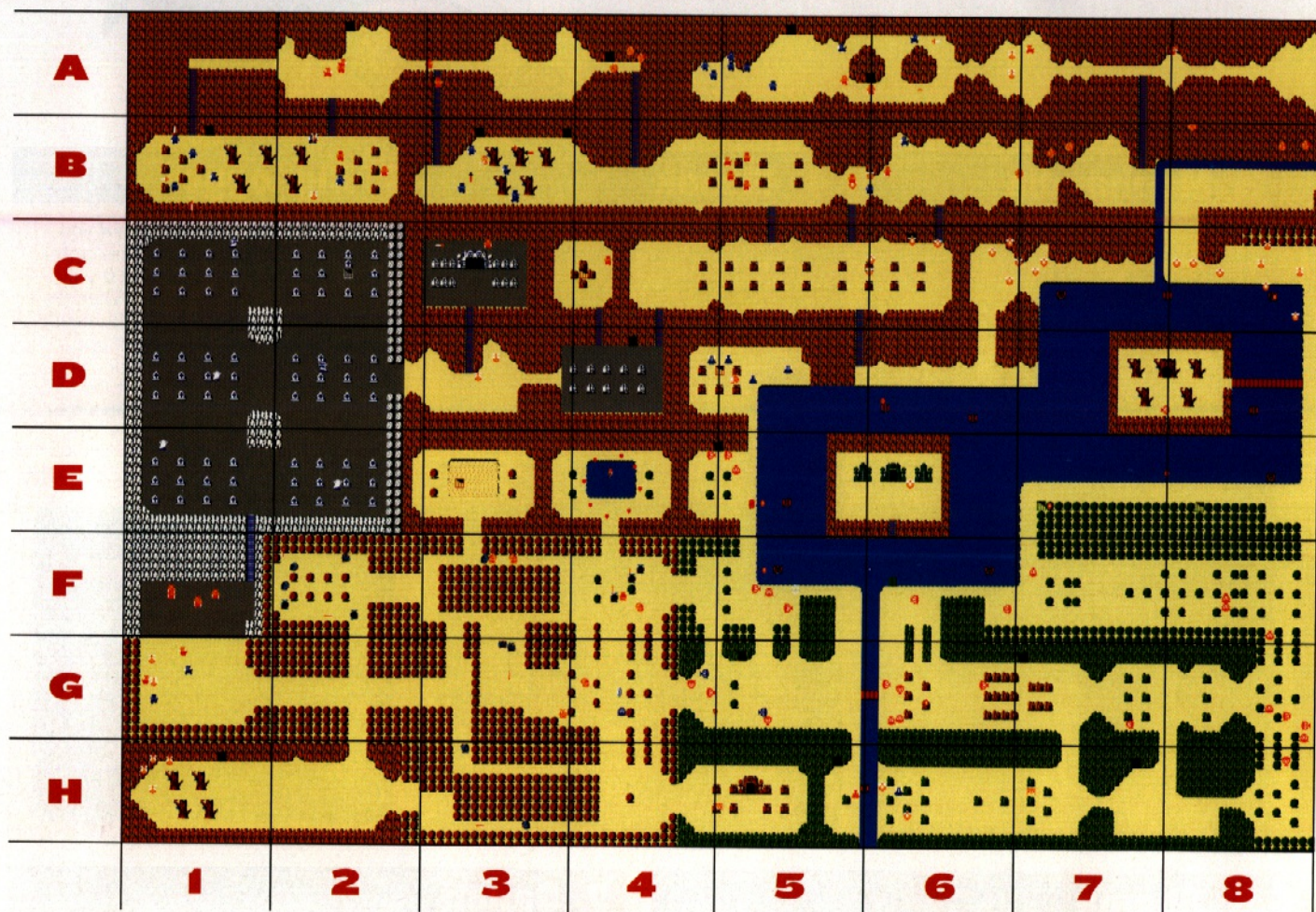


7 Ganon

It's good to have the Red Ring and a lot of health before starting this battle. Ganon will be invisible and spit fireballs at you. Avoid these and the ones coming from the statues as best you can. Stab blindly with your sword and eventually you should hit him. He will become invisible for a few seconds. After you hit him a third time he will appear again a slightly different colour. Immediately shoot him with the Silver Arrow to kill him. There is no other way to beat him.



Overworld locations guide



SHOPS

SHOP 1
SELLS... Magic Shield 160, Key 100, Blue Candle
WHERE... **G7**

SHOP 2
SELLS... Magic Shield 130, Bombs 20, Arrows 80
WHERE... **G16**

SHOP 3
SELLS... Magic Shield 90, Monster Bait 100,
Heart 10
WHERE... **E7**
Burn the bush on the corner with a candle.

SHOP 4
SELLS... Magic Shield 130, Bombs 20, Arrows
80
WHERE... **E5**
Bomb the middle of the rock wall at the top.

SHOP 5
SELLS... Key 80, Blue Ring 250, Monster Bait 60
WHERE... **D5**
Underneath the top middle statue.

DUNGEONS

DUNGEON 1 Eagle. **D8**

DUNGEON 2 Moon **D13**

DUNGEON 3 Manji **H5**

DUNGEON 4 Snake **E6**
You need the Raft to get across the water to
reach the island where the entrance is located.

DUNGEON 5 Lizard **A12**

DUNGEON 6 Dragon **C3**

DUNGEON 7 Demon **E3**
You need to play the whistle in this screen
to drain the water.

DUNGEON 8 Lion **G14**
Use the candle to burn the bush blocking the
path. The stairs underneath lead to the dungeon.

DUNGEON 9 Death Mountain **A6**
You must bomb the right rock formation to
reveal the entrance.

HEART PIECES

HEART 1
WHERE... **H12**
Bomb the middle of the north left wall

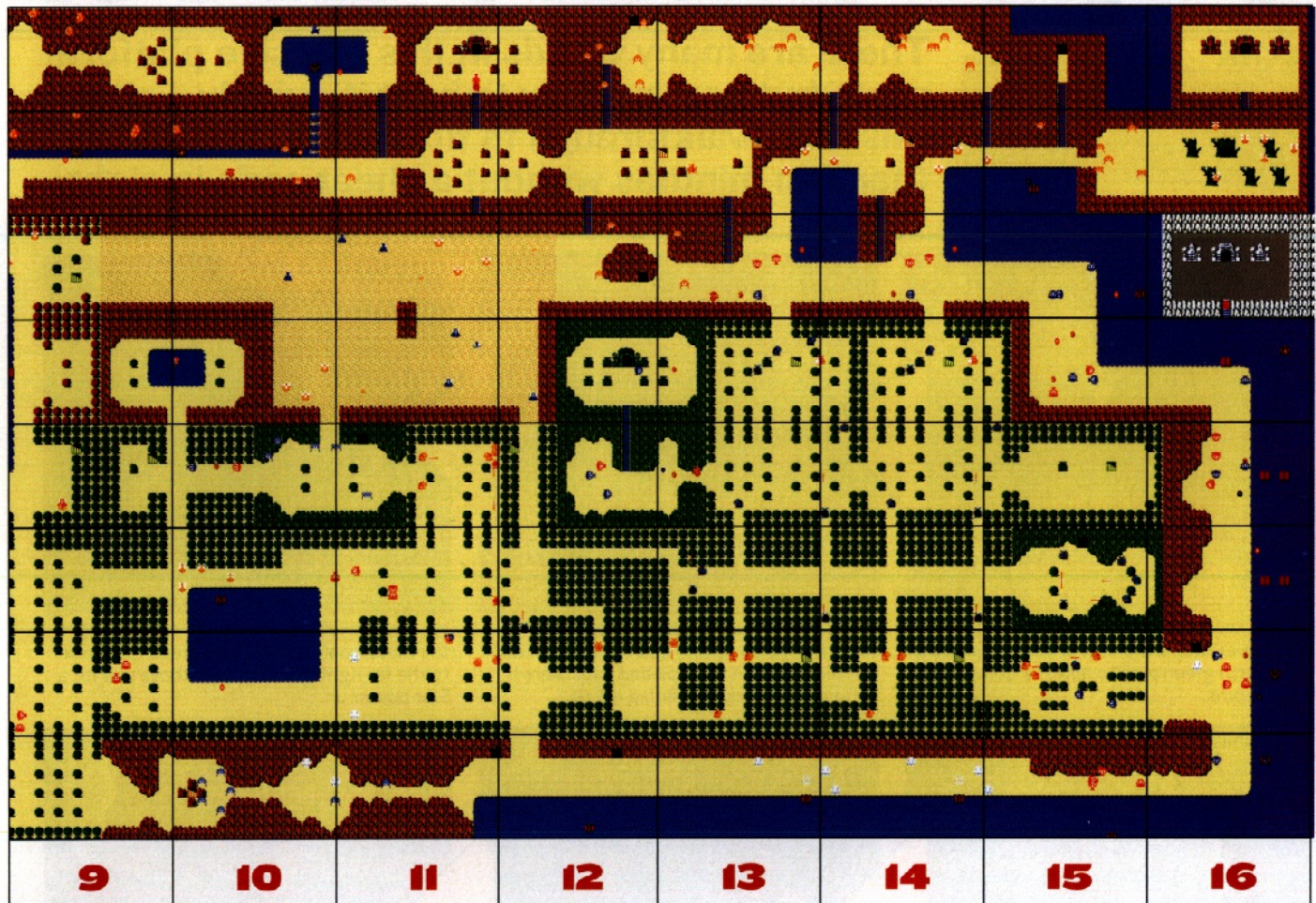
HEART 2
WHERE... **C13**
Bomb the right side of the suspicious
rock formation.

HEART 3
WHERE... **E8**
Burn the bush third from the right with
the candle.

HEART 4
WHERE... **C16**
Use the Raft from the dock in **D16**

HEART 5
WHERE... **F16**
Use the Step Ladder to cross over.

Busting the hardest parts



ITEMS

ITEM... Wooden sword
LOCATION... **8H**

USE... In the cave on the starting screen
USE... Killing enemies.

ITEM...Bombs

LOCATION... **Dropped by enemies**

USE... Killing enemies and blowing up walls.

ITEM... White Sword

LOCATION... **A11**

USE... The man in the cave will give it to you once you have five or more hearts.
USE... More powerful weapon.

ITEM... Boomerang

LOCATION... **Inside dungeon 1**

USE... Can paralyze certain enemies.

ITEM... Bow and Arrows

LOCATION... **Inside dungeon 1**

USE... Use it to kill enemies at a distance.

ITEM... Magic Sword

LOCATION... **C2**

USE... Kill the ghost. Push the middle right gravestone. The man inside will give this to you if you have 12 or more hearts.
USE... A powerful weapon.

ITEM... Magic Boomerang

LOCATION... **Inside dungeon 2**

USE... A more powerful boomerang.

ITEM... Magic Wand

LOCATION... **Inside dungeon 6**

USE... A long ranged weapon.

ITEM... Silver Arrow

LOCATION... **Inside dungeon 9**

USE... You need this to kill the final boss.

ITEM... Blue Candle

LOCATION... **G7**

USE... Bought from the shop in this location
USE... Burn bushes and light up dark rooms inside dungeons. Single use per screen.

ITEM... Blue Ring

LOCATION... **D5**

USE... Buy it from the shop at this location
USE... Decreases damage.

ITEM... Letter

LOCATION... **A15 (In the cave)**

USE... Can buy potions in various caves.

ITEM... Raft

LOCATION... **Inside dungeon 3**

USE... Use this at a jetty to cross water.

ITEM... Step Ladder

LOCATION... **Inside dungeon 4**

USE... Cross water that's only one block wide.

ITEM... Power Bracelet

LOCATION... **C5**

USE... Underneath the top right statue.
USE... Push and lift large objects.

ITEM... Whistle

LOCATION... **Inside dungeon 5**

USE... Use against Digdogger. Plus, drains water covering the dungeon 7 entrance.

ITEM... Red Candle

LOCATION... **Inside dungeon 7**

USE... Same as the blue candle only it can be used any number of times per screen.

ITEM... Magic Book

LOCATION... **Inside dungeon 8**

USE... Makes Magic Wand more powerful.

ITEM... Magic Key

LOCATION... **Inside dungeon 8**

USE... Opens all Key-locked doors.

ITEM... Red Ring

LOCATION... **Inside dungeon 9**

USE... Decreases the damage done to Link.

Super Mario Bros.

HOW TO...

Beat the game in eight worlds

There are many worlds in this massive platform game but here's a way to beat it quickly. Follow this mini walkthrough to finish the game in less than ten minutes without a cheat code in sight.

WORLD 1-1



Hit the second '?' for a Mushroom to turn into Super Mario. Make sure you jump down the fourth green pipe to access a bonus room full of coins.



If you don't want the coins, jump past the pipe then jump up and down roughly in the middle between the pipe and gap. There is an invisible block containing a 1-up.

WORLD 1-2



Hit the first '?' for a power up. After killing the first two Koopa Troopas break the blocks to the far right of the cluster above you for a Star power up.



Carry on to the right. After going under four coins there will be a coin on its own. Break the blocks to the right of the coin for another power up.



Continue and leap to the higher ledge after the gap. Bump two bricks above the right edge of the platform to reveal a 1-up and give it a hole to fall through.



Jump into the first pipe after the 1-up to a secret room. Up ahead jump onto the up elevator and leap to the right to run along the top of the screen and into secret pipe '4'.

WORLD 4-1



Continue through the level, when you reach a row of four '?' blocks jump on top and jump in the air on the third one to find an invisible block with a 1-up inside.



Keep heading right. Jump on top of the second green pipe you encounter and push down to access a bonus room full of coins then proceed to the end of the level.

WORLD 4-2



Drop down to where the first batch of coins are and hit the right block above for a power up. When you see several '?' blocks, the middle of the set of three has a power up.

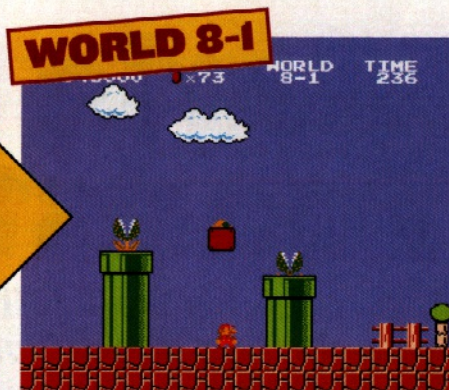
Busting the hardest parts



Jump the gap on the right. Below the three bricks in the air, are some secret invisible blocks. Jump under them to reveal them.



Jump on the blocks. Hit the left brick to get a vine. Climb it to reach a secret overworld, run right and jump down pipe '8' at the end.



Cross the first set of gaps, then go between the first two green pipes with plants. Jump to find an invisible block for a 1-up.



If you need coins then the fourth pipe from here contains a secret bonus room. After coming out of it, go past the next green pipe and get to the end of the level.



When you reach a springboard, bounce on it to hit the block above. This contains a 1-up. To get it dash quickly to the right and jump on the suspended blocks and wait.



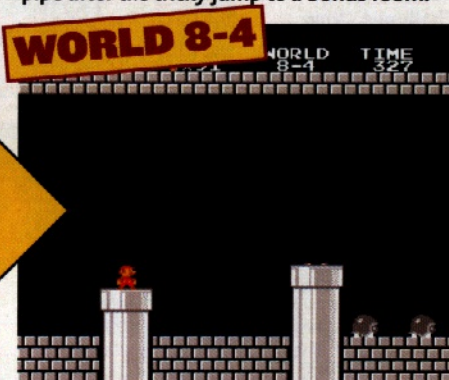
After passing the first double cannon hit the right one of two suspended blocks for a handy power up. Shortly after, go down the pipe after the tricky jump to a bonus room.



Defeat the Hammer Brothers after the first pipe. Get on the low blocks and hit the one above, second on the right for a power up.



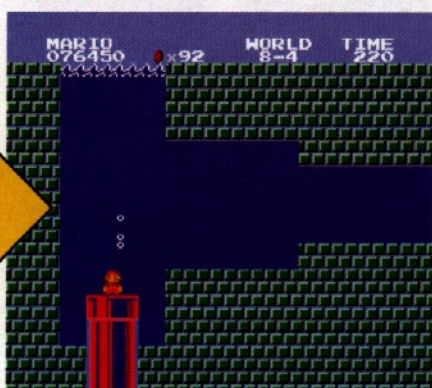
Defeat the second set of Hammer Brothers and hit the brick on the top, second from the left for a power up. This stage is really tough.



This level is like a maze. Ignore the first two pipes. Jump in the first pipe after crossing over lava with a moving platform.



Up ahead, jump to the left of the pipe in mid air to reveal an invisible block. Use it to get into the pipe. Next, jump inside the pipe just after the first lava pit that you cross.



This leads to an underwater section. Swim all the way to the far right and enter the pipe at the end. Ignore all the pipes and kill the Hammer Brother to the right.



Jump the lava pit to meet Bowser the final boss. Dash and leap over him and grab the axe on the far side. This will release the floor and kill him, and that's job done.

HOW TO...

Be the best golfer at the Official Nintendo Challenge

Mario Golf: Toadstool Tour

Those kind folks at Nintendo have given us a special challenge mode in *Toadstool Tour*. If you want to win, you'll want to check out our tips for the trickier bits.

UNLOCK IT

Just in case you don't already know, you'll need to enter a special code to unlock the Official Nintendo Challenge. Hold **Z** at the main screen and press Start. There's a new option on the menu now - Contests - and in there you'll find a password entry screen. Put in the code 36NH7XNG, and you'll unlock the 'Official Nintendo (UK) Challenge'. Now use our exclusive tips to be a red-hot golfing champ!

HOLE 2



This green can be tricky so try and aim your approach shot away from the dip to make your life easier on the green. Remember to use a little bit more power than it looks as though you'll need, especially if the lie of the ball is below the hole. If you do mess up, don't forget to counteract the effect of the dip.



HOLE 6



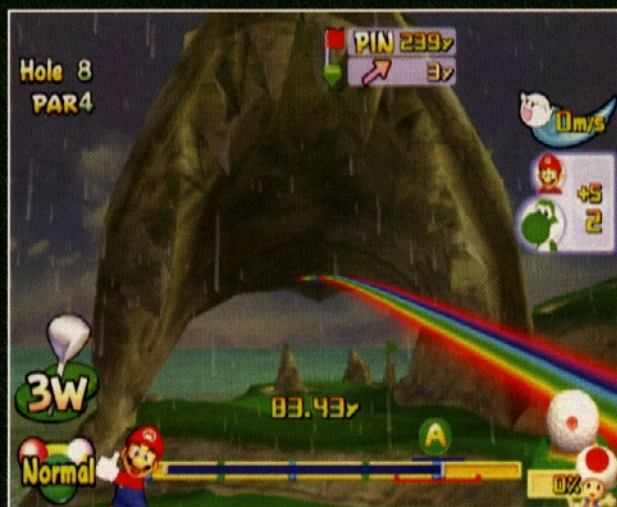
A good solid drive is needed here to clear the water hazard - the landing is narrow, though, so use backspin to control the ball. Watch out for the wind speed too. If Boo is blowing heavily in the direction of your shot, ease up on the power of your tee shot.



HOLE 8



The stone jaws in the middle of the hole are a big problem. Play a low shot with a three-wood. Not forgetting to place the striking point at the top of the ball. You won't hit the ball as far but at least you won't hit those teeth.



Busting the hardest parts

HOLE 12

Difficult! There's a small forest in front of you, and a bunker just behind - don't bother hitting it over the trees unless you're absolutely sure you can miss the bunker. There's nothing worse than misjudging the shot, having it hit a tree and watching it plop right in the bunker where you can't even see the fairway. Instead, hit it round to the left with a short

shot straight off the tee. This still gives you enough shots to get to the pin on this par four course as it's a straight line to the hole if you hit your first shot well off the tee.



HOLE 13



The whale-shaped island on the left can be tempting to land on, but unless you've got a power character that you know can reach it, don't go for it. It's best to play a high arched shot, using an iron, over the branches of the tree right in front of you. Then you can aim for the whale (remember to use backspin to stop it rolling off the other side), then the pin. Don't go for the narrow strip of fairway around the bunkers. One bad shot and you'll be caught in a sand trap..



HOLE 16



Watch out for the cliff if you're aiming for a drive on your second shot. Get as high as possible (a three- or five-wood or a solid iron) is good for this particular shot. Make sure to use a good amount of topspin to stop it from rolling back down too.

HOLE 18

This final hole is tough to get around. Hit far on the fairway using a Power shot if you've got any credits left for them, to get that extra vital few feet.

Make sure you can get up the cliff on your next shot, though, otherwise you'll lose loads of shots trying to fix it, and might even end up in the water. Hit a high shot with a wood, and use backspin to make sure you don't overshoot - there's a water hazard just beyond. However, don't use too much backspin, because you could fall back down to where you started and waste another shot.



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Conflict: Desert Storm 2	Pokemon Colosseum	Star Wars: Star Wars
Crash Bandicoot Fusion	Pokemon Crystal	Star Wars: Star Wars
Crash Broot: W of Cortex	Pokemon Gold	Star Wars: Star Wars
Def Jam Vendetta	Pokemon Red	Star Wars: Star Wars
Die Hard: Vendetta	Pokemon Ruby	Star Wars: Star Wars
Dragonball Z L of Goku 2	Pokemon Sapphire	Star Wars: Star Wars
Eternal Darkness	Pokemon Silver	Star Wars: Star Wars
FIFA 2004	Pokemon Stadium	Star Wars: Star Wars
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Harvest Moon 2: W. Life	Pool Paradise	Star Wars: Star Wars
Incredible Hulk	Quad Power Racing 2	Star Wars: Star Wars
James Bond: Goldeneye	Rebel Strike, R. Squad. 3	Star Wars: Star Wars
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Nintendo®

If you've got any games from the Classic NES Series or even the old originals, you **MUST** give these cheats a go...

Official Cheats

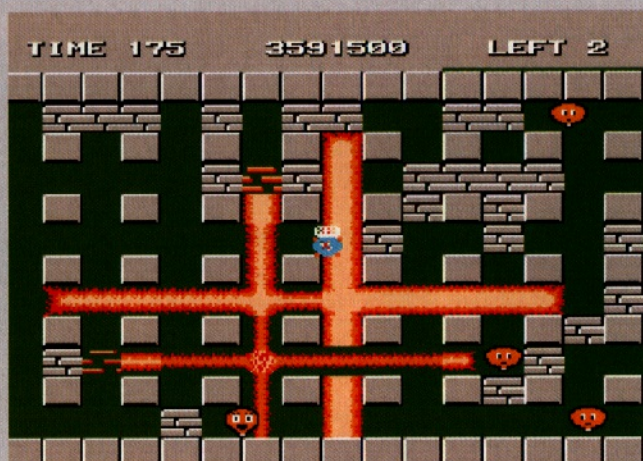
BOMBERMAN

Bombing up any stage

There are so many tough levels in the good ol' *Bombberman*, and they aren't easy. We could print over 50 passcodes for this game but there isn't enough space on the page. So you'll just

have to make do with a code for every five levels. Oh, and each one will max out your bombs and firepower, making you an instant super bomber. Now you're smiling.

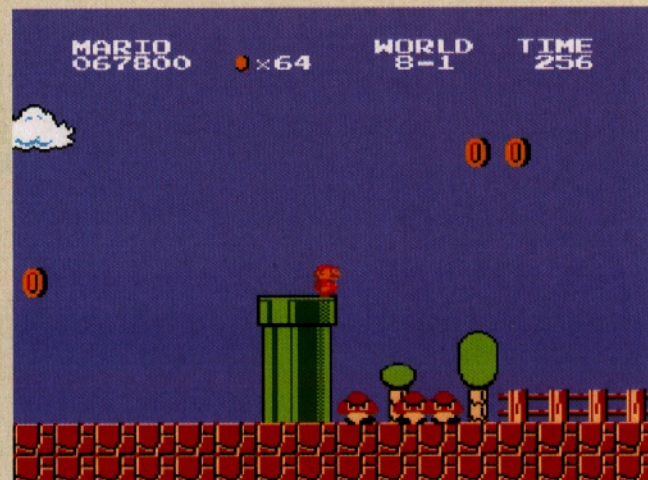
Level...	Passcode...
01	NMIHPPBPCAFHABDPCCH
05	NMKGDDONMHLGKKGKGL
10	JDGKKBPHILHFLOPGKGL
15	ABIHPGLEFCNNJDBEFEFN
20	FEGKKJFNMAFHABDABOLN
25	HIKGDODCPGJAHIEPCGKJ
30	IHDJOIIGLHFLOPMNJDA
35	DJABEMKMNNCMIHIMNDJC
40	IHEFPBGKFAIMNMOLKGL
45	OLNMKDOIHFIMNMGLKLOF
50	NMABEKMKGNCLEIHFEL
Secret Level (59)	BACDIHCLOAFHABDNMOLG



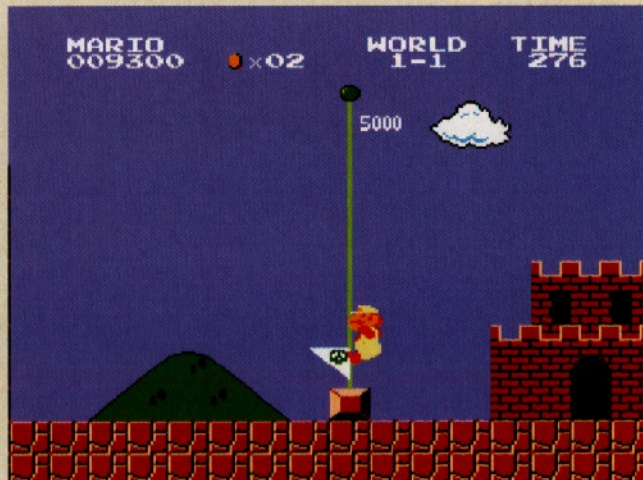
SUPER MARIO BROS.

No more mental Mario pain

You'll just have to get better at the game if you're having problems with Lakitu or that tough section of jumps. But we can help soften the blow of getting the Game Over screen on world eight. Plus it will earn you some extra points, too.



After getting Game Over, if you hold **A** and pressing **START** to begin a fresh one-player game, you'll start off on the first stage of the world you died in. Unlimited continues are yours. Sweet.



To activate point-boosting fireworks at the end of each stage you must touch the end-of-level flagpole when the final digit of the timer is a one, three or six. Practise to get six every time.

Busting the hardest parts



SPECIAL FORCES 3: BIOTERROR

Passcodes for your eyes only

Let's not beat around the bush; *Bioterror* is hard as nails. If it's a challenge you wanted, *Bioterror* will make you regret it. Unless, of course, you have these level passcodes that'll make it easy for you to skip to whatever level you like. So now you won't have to bear the pain of struggling through it just to play the cool Choplifter-style and shoot-'em-up stages.

Level...	Passcode...
1-2	5073
2-1	1427
2-2	2438
2-3	7961
2-4	8721
3-1	5986
3-2	2157
3-3	4796
3-4	3496
3-5	1592
3-6	4168
3-7	1364
4-1	7596
4-2	9108
4-3	6124
4-4	7234
4-5	6820
5-1	2394
5-2	4256
5-3	0842

NEW WAYS TO PLAY

..... HOW TO GET THE MOST FUN OUT OF YOUR GAMES

THE SCENARIO... THE BODYGUARD, TIMESPLITTERS 2!

By Anthony Foley, via email

So, you're a super deadly killer when it comes to deathmatch in *TimeSplitters 2*? Well how are you at protecting? The idea of Anthony's The Bodyguard game is to protect your tag-mate (called the Hunted) from being killed by attacking Bots longer than the protector of the other tag team's Hunted. When the Hunted is killed, that team loses, or if you're playing on a time limit, the other team gets a point.

THE SETTINGS

Four Players: Split into teams of two. One in each team is the Hunted, the other is the Bodyguard. The Hunted are not allowed to shoot guns.

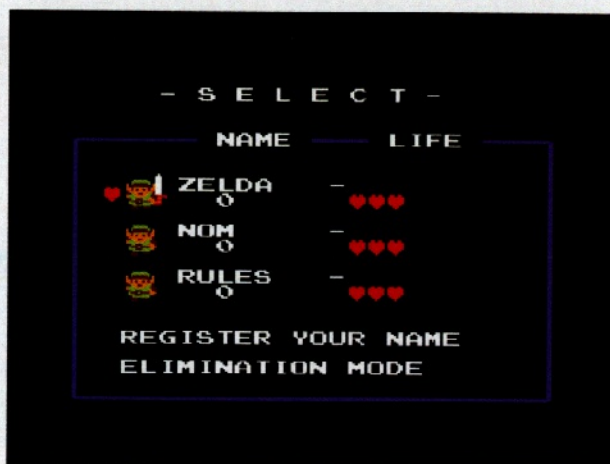
Bots: Real men will whack the Bot counter up to the maximum.



THE LEGEND OF ZELDA

The benefit of name calling

When you finish this classic Zelda adventure, you can play it a second time with different dungeon maps in different locations. But with this trick, you won't need to finish the game first.



Register your name as Zelda. Yes, it's a girl's name but stop whining... just do it. When you select Register, you'll go back to the File Select screen. Notice Link's holding a white sword.



That white sword in Link's hand indicates that the file is now a Second Quest file. You may not see any differences at first, but play for a while and all new dungeon maps await.

Choose your difficulty but not too low or no one will ever die.

Time limit: You can play with five minutes, the winner being the team with the Hunted that died least. Or play unlimited, the first Hunted to die loses.

LAST TIME WE PLAYED

Who played: Mike (Bodyguard), protecting the Hunted Tim, and Dean protecting Kingsley.

What happened: They played on the Ice Station and decided on a first-to-die-loses scenario. A bad start for Kingsley who'd ran into a pack of Bots and got pummeled. Dean beat them down eventually. Outside a sniping Bot had Tim in his sights. Mike couldn't see where the bullets were coming from. DISASTER. Tim took it in the face and Mike was clueless. HURRY TIM - GET INSIDE. BLAM!... he bit the bullet. Dean leapt up and laughed at Mike as he celebrated.

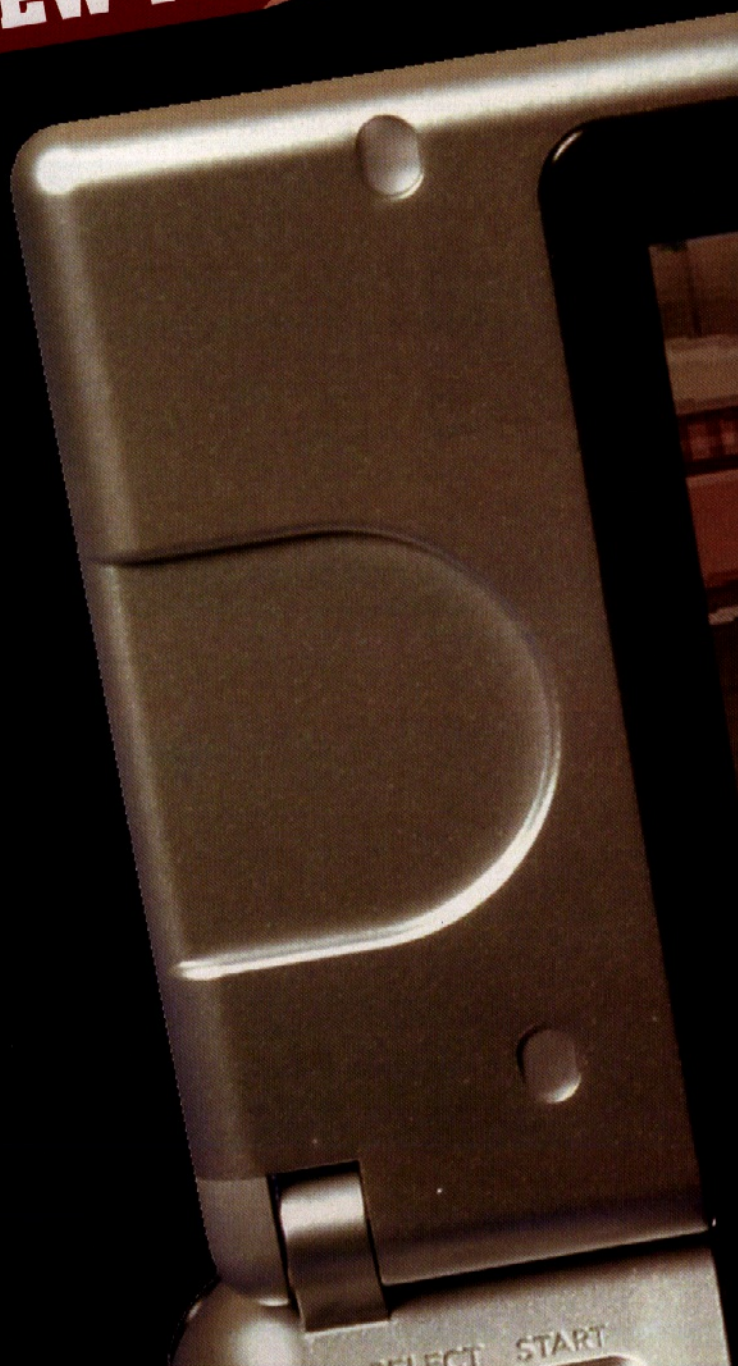
GET INVOLVED

Do you have any wacky ways of getting more out of a game? If so, let us know. Write down your idea just like Anthony did above and send it into *New Ways to Play* at the usual address, or email michael.jackson@emap.com, with your picture attached.

We Can't Wait



NEW PICS!



For These...

SPECIAL
DS
EDITION



Mario Kart DS

This video left people gawking in Nintendo's DS Theatre as the footage saw Mario and his pals eating up the Yoshi Circuit track from *Double Dash*. This time though there was no room for any friends in each kart – it was strictly room for one only in the classic kart models. DK Barrels and super fast prams were strictly left in the lock-up. From what we've gathered all your faves are going to be playable and you can expect those classic weapons to come as standard. Online support still hasn't been confirmed but just so you know we're racking up the practice on *Double Dash*. We're going to own this bad boy when it rolls around, just don't tell Jackson what we're doing.



We Can't Wait For These...



Super Mario 64 x 4

Remember those internet rumours that Luigi was playable in *Mario 64*? Well believe them, he finally is, but only in the Nintendo DS spin on the most important video game ever made.

Luigi now joins Yoshi and Wario in a battle to find the stars that are hidden in the grounds of Peach's Castle. Use the stylus to switch between characters and call upon their different skills to snare the booty. If that doesn't make you weep tears of joy, there are Goombas to leap on and Bowser rears his ugly head once again. We wouldn't have it any other way. YAHOOOO!





Mario Pinball

Golf star, kart king, platform hero and pinball. PINBALL?! Why turn the world's biggest gaming hero into the size of a tiny ball? To make one of the most playable pinball games ever that's why! You've gotta fire Mario around tables based on classic scenes from the Mushroom Kingdom and Isle Delfino.



NEW Super Mario Bros.

Will this new game defeat the mighty *Mario World* for sheer playability? It's too early to say at this stage but just check out those screens!

This new *SMB* will use the two Nintendo DS' screens to create a new playing experience. From super size Mario bursting across the landscape, trampling on Koopas or netting a load of cash, it's just how you like your 2D Mario games. There's even Fireball Mario, too! <faint>



We Can't Wait For These...



Metroid Prime: Hunters

Samus is going to rule on the Nintendo DS. Her adventure looks like the GameCube title with all the intensity of running firefights and in-depth exploring you've come to expect, now with added innovation. These new shots not only see Samus tearing around in Morph Ball mode but locking on with a charge beam from upper levels. The moody space station interior is just what you'd expect from a *Metroid* game and with the added aid of a second screen map and stylus control it just screams: 'YOU'VE GOTTA HAVE ME!'

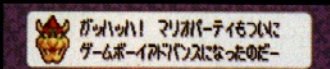




Animal Crossing DS

In just a couple of months we'll all be burning around for Tom Nook to pay off a mortgage and quiver as we get yelled at by Resetti the mole. That's GameCube though, just a short stop off before the Nintendo DS.

Just like on 'Cube you'll be able to design your own threads with Mabel in the Tailor's Shop and fans of the game will notice that you'll be able to communicate using your own messages and send letters to your chums.



Mario Party Advance (GBA)

Monkeys in rubber rings! That's surely going to raise a smile. Just look at their innocent faces as they get rescued by Mario in his boat and then towed along in the water.

The party's now going portable and from what we've seen Bowser's up to no good. Koopa's even stressing that his shell's not been ironed. Ho hum, it must be a Monday.

As for mini-games you can expect up to 60 in the final version plus some new innovations for the series. Place a finger on Finger X-Ray to see what's inside and even see if you and a friend match-up with the Compatibility Meter.



Mario Tennis (GC)

Remember how *Mario Golf* has a course in the grounds of Peach's Castle? Well what about a tennis court on the beachfront of Delfino Plaza?

Taking some of the classic elements from *Mario Sunshine* this court comes with Pianta as line judges, FLUDDs, a Toad umpire and the dirty muck that made Mario's life hell. It even comes off on Mario's clothes and face!

The spook-filled mansion from Luigi's ghostbusting game even has a court in the back garden. Mario will have to make do with a glow-in-the-dark racquet as well as keeping an eye on the ball in the half-light of the torches.



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WintereNdo

It's a new
chart this month
as we kick off
with round two
of our Hall of
Fame...

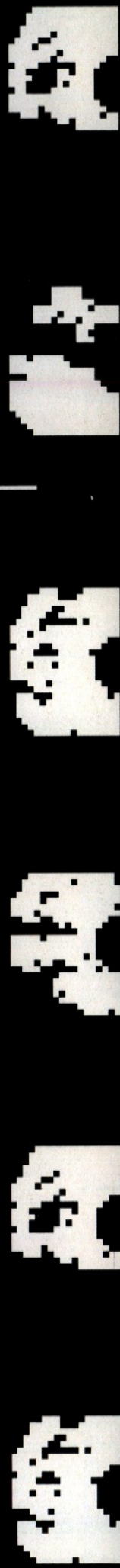
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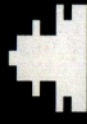
ALL TIME GREATS

input your initials____



Player.....	Credit(s).....	Player.....	Credit(s).....
 1. Mark Dormer.....	27	 6. Rowan Brunswick.....	8
 2. Christian Austin.....	15	 6. Adam Moss.....	8
 2. Mark England.....	15	 8. James Day.....	7
 4. Dave Every.....	13	 8. John Zeepvat.....	7
 5. Matt Dixon.....	11	 10. Adam Musgrave.....	3





LEVEL	RANK	NAME	SCORE
WARIO WARE, INC.	1st.	Mark Dormer	263
SKATING BOARD	2nd.	Christian Austin	261
.....	3rd.	Adam Moss	248
WAVERACE: BS	1st.	Dave Every	1'24''684
BEST TIME, OCEAN	2nd.	Rowan Brunswick	1'29''976
CITY HARBOR	3rd.	Mark England	1'31''452
BURNOUT 2, CRASH	1st.	Mark England	\$35,153,640
MODE, DOWNHILL	2nd.	James Day	\$33,372,616
DEMOLITION....	3rd.	Mark Dormer	\$24,572,320
F-ZERO GX, BEST	1st.	Matt Dixon	00'44''815
LAP, E'ALD CUP,	2nd.	John Zeepvat	00'45''214
BIG BLUE ORDEAL..	3rd.	Adam Musgrave	00'48''717
GOLDENEYE 007	1st.	Mark Dormer	1,454
MOST KILLS, 20	2nd.	Christian Austin	1,425
MINIS, FACILITY...	3rd.	Adam Moss	721

INSERT COIN(S)

Every four months, N0M UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your Credits will count towards your ALL TIME GREATS total. This month's scores are the first standings of the new league.

How Credits are scored...

First Place	10
Second Place	5
Third Place	2
Qualify	1

N0M UK requires proof of your exploits - a photo, print-out or video will do, but make sure we can clearly see the score. No cheating is allowed and any suspicious

entries will be fireballed by Mario. The closing date for this issue's challenges is July 27th! Send your entries to Nintendo Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW. Alternatively you can email them to michael.jackson@emap.com. Make sure you include a picture or you won't get your mug in the mag.

N0 1.
MARIO GOLF (GAMECUBE)
 Best round using Mario on Peach Invitational.
 To qualify: 5 under par

N0 2.
MARIO KART: DOUBLE DASH
 Fastest time on Dry Dry Desert
 To qualify: 1'40''000

N0 3.
WARIO WARE, INC. (GBA)
 Highest score on Jump Forever
 To qualify: 90

N0 4.
F-ZERO GX
 Best lap, Ruby Cup, Vegas Palace.
 To Qualify: 1'30''000

★★ **RETRO CHALLENGE ★★★**
OCARINA OF TIME (N64)
 Fastest time racing Dampé in Kakariko Village.
 To qualify: 1:20

Quill's Mail



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The best letters win prizes. The worst ones are pecked to death.

Get in touch



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michael.jackson@emap.com



POST

Quill's Mail, NOM UK,
Bushfield House, Orton
Centre, Peterborough,
Cambs, PE2 5UW

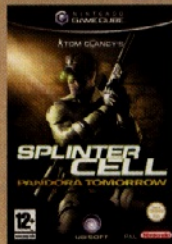


SMS

Send 'TXT', add a space then
your text. Send it to 84070

Win! Win! Win!

This month's Star Letter wins
a GameCube and a copy of
Splinter Cell: Pandora
Tomorrow. Four runners up
will each win the game.



Every day we look at that
Zelda movie and love it the
more we see it. It's going to
be a mind blowing adventure
packed with crazy puzzles and
surely some of the best battle
scenes you've ever seen.

>> Oi! I'm loving the new Zelda, too!

The new-look *Legend of Zelda*
totally blew me away, but
don't you think Mr Miyamoto
and his team have been
watching too much of *Lord of*
the Rings? That fire character
looks like the Balrog, while the
wolf riders look like Orcs on
Wargs! Or am I mistaken?
David Chapman, via email
There certainly appear to be
some ideas borrowed from
LOTR, whether intentional or
not. But just imagine riding
through those wolf packs,
killing enemies as you go. It's

going to be like you're
actually taking part in
something as epic as *Lord of*
the Rings but in Hyrule with
the hero you love.

>> A confused man writes...

Don't get me wrong, the
Nintendo DS looks like an
awesome machine but if this
isn't going to be the next
handheld in the Game Boy
family isn't that going to
confuse people who aren't
into Nintendo? Even those
who don't like games must
know what a Game Boy is, but
to muddy the waters by
adding the Nintendo DS seems
very worrying to me. This just
leaves me wondering what
they're going to do with the
next Game Boy - I might have
to start neglecting my GBA SP!
Danny Ward, Ashford

RUNNER-UP

>> I'm loving the Zelda

Ocarina Of Time was great,
Majora's Mask was good and
The Wind Waker was alright
but the new *Zelda* looks like it

will beat them all. You can use
your sword on horseback and
fight on giant pigs! This is
Miyamoto magic at its best.
Thomas Byrne, Castlebar,
Co Mayo

Game or Lame?

It's back! Whatever will we do next?! SEAL?!

We've had an avalanche of your game
ideas over the last month so we thought
it was time to resurrect one of the most

popular parts of our letters pages. If you
want to enter send us your game idea,
some sketches and a photo of yourself to

the usual Quill's Mail address. The best
each month will win a prize so what are
you waiting for?



Super Smash Bros. Melee 2

by Chris Stevens, Guildford

WHAT'S IT ABOUT?

Chris says: "I love *SSBM* so much that I couldn't wait for a
GameCube sequel so I made my own. I included a mode so you can
customise your character with Mario's FLUDD or Luigi's Poltergust."

WHO'S IN IT?

Seven new characters including Sonic and Tails as well as five
awesome new stages. You'll even be able to battle it out in the
Green Hill Zone!

OUR FAVOURITE IDEA

Snapshot mode where you can take pictures of your characters as
they perform their cool special moves.

NOM RECKONS...

We'd love to see another *SSBM*, but we'd prefer to see more of
Nintendo's classic characters instead of Sega's mascot. The
Snapshot mode does sound a wicked idea though.



Super Mario Retro 3D

by Thomas Gordon

WHAT'S IT ABOUT?

This is an exact replica of *Super Mario Bros. 3* only this time it's
in full 3D! Venture through the original worlds, plus four brand
new ones that will 'thrill and excite you every step of the way'.

WHO'S IN IT?

Play as the main man Mario or his lankier brother Luigi and
wear classic suits like the Hammer Bros. outfit. You can even
take part in bonus multiplayer games!

OUR FAVOURITE IDEA

The whole thing! Just imagine this Nintendo 8-bit classic in full
3D and Mario hopping about in his Frog suit.

NOM RECKONS...

It might be the same game but our brains hurt just thinking
about it in full 3D. Added levels would offer a whole new
challenge, too.

Forget Sonic

STAR LETTER

People keep saying how much they would like Sonic to be in the next *Melee* game but it's always revolved around Nintendo's characters and history, not Sega!

If there was to be a sequel I think putting in Sonic would ruin it.

Dan Drew, London

Tim's computer has been deluged with who should be a fighter should there ever be a *SSBM 2*. Sonic was popular, but like you say Dan *Super Smash Bros.* is all about Nintendo history and not Sega. There are hundreds of possible characters you could use, but for now we can only dream – *Melee 2* is just a figment of our over active imaginations!



We can only dream what Nintendo are going to do with the next Game Boy – just don't go neglecting your GBA SP! It's an awesome piece of kit and as E3 showed you'll be missing out on some of the greatest handheld games ever made, such as *Zelda: Magical Hood* as well as *Pokémon FireRed & LeafGreen*.

>> Awesome E3

I just want to congratulate Nintendo on a fantastic E3 show. I was on the internet every day reading about all the new games and when I saw them all again in *NOM* last issue they just made me realise why I love the Big N's quality titles. Nothing can match the feeling of seeing the new *Zelda* but they make some quality smaller titles, too. Just look at *Odama*! Will Byers, Biggleswade
Odama is like nothing you've ever played before, so is *DK Jungle Beat* with its rhythm platforming. Nintendo is all about quality and they'd brought it in lorryloads at E3.

>> Rip-off!

Why did Nintendo decide to stick Jirachi on a rubbish game like *Pokémon Channel*? The thought of buying that game just makes me want to throw up! It will probably put off a lot of people who want the download who aren't willing to shell out for the actual game. They could have put it on a game worth £40, like *Pokémon Colosseum*, even if it would have meant waiting another month or so.
Rhys Bainbridge, Abercarn, Newport

Pokémon

Channel is rubbish, but it is for very young *Pokémon* fans. £40 is a lot of money to pay just to get Jirachi but we say nick Jirachi off the disc and give the game to your little sister!

>> No sports report

I was so looking forward to E3 and some more *Mario Tennis* news, but all *NOM* bothered to show was a handful of screenshots. I want to read a full report on how it plays, especially the new Luigi's Mansion court which is surely going to rival Bowser's one in the last game. You must have played it *NOM* so why didn't we get more details?
Luke Wilkins, Darlington
We didn't have a hands-on report on *Mario Tennis* last issue for the simple reason that the game wasn't playable at E3. The game's still in development and as soon as we get a final version of the game we'll give you a full hands-on preview in a future issue of *NOM*.

>> Shattered dreams

After reading the interview with David Doak in issue #141 I was really looking forward to *Second Sight* but your E3 report only gave it two out of five stars. What confused me though was that in the issue before your E3 roundup it was one of your We Can't Wait For... games. I really need to know whether to save up for this so give me some help, otherwise I might just have to come to *NOM* Towers and beat you all up with a baseball bat!
Jamie Bode, Kidderminster >>

Ask the Deku Tree!

Q: Will *Jedi Knight: Jedi Academy* ever be released on the GameCube? I need to know!

Chris Johnson, Towcester

A: There are no new *Star Wars* games planned for GameCube. Sorry!

Q: Can you get back issues of *NOM*? There were some really cool issues before I started collecting!

Tim Bourne, via email

A: Just ring 0845 121 4000 to see if they've got any left in stock.

Q: Just who was that Reggie guy at the E3 Nintendo press conference? He was awesome!

Calum Byers, via email

A: That was Reggie Fils-Aime, Executive Vice President, Sales and Marketing at Nintendo America. Before joining Nintendo Reggie was senior vice president of marketing at VH-1.

Q: I've just been battling my way through *Pokémon Colosseum* and now I'm dying to know when *Pokémon FireRed* and *Pokémon LeafGreen* are coming out. Any ideas?

Chris Stafford, via email

A: October 1st is the date you need for the awesome new *Pokémon* games.

Q: I really want to do work experience at *NOM* Towers. How do I go about it?

Matt, via email

A: Talk to your Careers Officer at school and see if it would be possible to get to *NOM* Towers every day as we are based in Peterborough. We've got no placements now until summer 2005 so you'll need to book in early. Please note, we only offer one-week placements.

Q: Is it true that *Tales of Symphonia* is coming out in the UK?

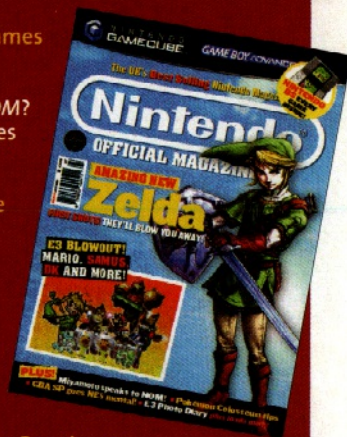
Anon, via email

A: It sure is! Expect it to be out just before Santa starts packing his sleigh.

Q: What *Pokémon* games will link-up with *FireRed* and *LeafGreen*? My mate reckons you'll be able to trade with Ruby and Sapphire.

Mario's Cap, via email

A: Well your mate is right in saying you'll be able to link up with Ruby and Sapphire. You can also transfer your monsters onto *Pokémon Colosseum*, too!



More from the **NOM UK** forums...

Get over to www.nintendomagazine.co.uk and get involved

tim_NOM

I want to know who is your favourite character in the Nintendo universe and a reason why you chose them.

xbox_phil_14

Kirby, just look at him... he's a pink ball with a face and red shoes! And he can kick ass in SSBM

liomar12

young link off ssbm he's cool and could kick kirbys ass, and everyone else's.

Jedi_jester

Adult Link (well teen Link) from the New Legend of Zelda. He looks so cool. He looks like he could take on an army (lets hope so) and he looks a lot more confident, in the way he looks and stands. But all Links rule anyway. Mario is funny and is Nintendo's main character, but Link is just a cool guy.

GryphOfDarkness

I'm torn between two. Falco from Star Fox because he's sarcastic and funny (a bit like a male version of me, actually). Yoshi because he's a cute, cuddly little dino.

ski_school

Popo and Nana aka Ice Climbers! I love those two there is something unusually cool about those parkas. Let's not forget the large wooden hammers. They can take almost anyone.

tim_NOM

Yoshi totally rules. He is definitely one of my faves!

ski_school

He's on the list but the Climbers rule all.

tim_NOM

Actually you've got a point. Decisions, decisions...

WhiteKnightAGC

I'd have to say Roy from Fire Emblem. Everything about him screams "I'M AWESOME!!!". If it was someone more mainstream however, I'd go with Link. Swordfighter extraordinaire and hero of time with the trifoire of courage embedded into him. What more could you ask for?

Jedi_jester

If Fire Emblem (GBA) is coming out soon. Will we see Fire Emblem GC?

tim_NOM

An Italian in a red cap anyone?

feel_that

I don't like him but Toad is the best because he says "i'm the best" and you don't argue with a poisonous mushroom!

ski_school

Mario may be Nintendo's mascot and the most recognisable character but next other characters he does not match up in the coolness stakes.

Curze

I like Fox McCloud and Samus Aran. Fox as he is my character on SSBM, and Samus as Metroid is amongst my top 3 GC games. Fox also seemed to take on a more sarcastic tone in Star Fox Adventures, which I liked. Gave him more characterisation than he had in previous games.

Are this lot talking rubbish? Why not have your say at www.nintendomagazine.co.uk

The *Zelda* star ratings at the end of each E3 preview was just what we thought of each game the moment we finished playing them. *Second Sight* is an awesome story, it's just that the gameplay failed to inspire us. Things may well change before it comes out though!

>> All in a day's work

I really don't think game makers are putting in as much effort as they used to. I say this because years ago games would

take ages to complete. It took me less than a day to complete *Wind Waker*, yet it took me a few weeks to complete *Ocarina of Time*. I just think that games should be much more challenging so they are worth the money. *Mustaffa Ali, via email*
One day to complete *The Wind Waker*! That's got to be impossible! Can anyone else claim they've done this?

>> What's this game?

I was surfing the internet the other day looking at what games Mario's been in and I came across one that shocked and amazed me. It was called *Mario RPG: Legend of the Seven Stars*. When I told my friends they thought I was lying. Why is this game so rare? *Al Constable, Thorney*
It's so rare for us UK gamers because it never came out here. It was a shame because it's still funny even after all these years.

>> Respect the pink puffball!

What's up with you and Kirby? I've only had three issues of your mag but I've noticed Kirby isn't your favourite character from Nintendo. Kirby isn't my favourite (Pikachu and Link are) but he does deserve respect. *Thomas Rodgers, Long Eaton*

But we said last issue that his new game is cool! We'd only start hating Kirby when he stars in mediocre racers and remakes of his less-than-classic platformers. Oh...

>> All change

I was very disappointed that the GBA SP couldn't change its covers when the GBA could. Just imagine if the Nintendo DS had changeable tops and covers so you could change from silver to a Famicom or NES DS. *Connor McCarthy, Wootton*
The Nintendo DS design may still change and it would be great to have your own cover. We like the idea Connor!

>> Link and Peter are brothers!

Is it me, or could Link be Peter Pan's long lost brother? It's just that he has the hat, tunic, boots and even

the tights! And of course he's a demon with his sword and Navi's even like his own little Tinkerbell! *Michael Orchard, Chester-le-Street*

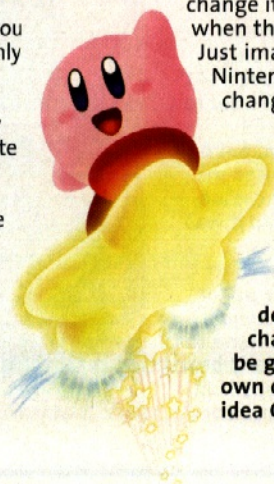
Link's like Peter Pan?

You're having a laugh!

We'd much rather fight a giant spider than a puny captain with a hook.

>> How rude

Has anyone noticed how much *Majora's Mask* is neglected? Link has improved in jumping skills from *Ocarina of Time* and the mini-games are as good as any others. I don't know why *NOM* neglects it as it was only 46th in your Top 100 Games. Why did you place this classic so low in the chart? *Dan Craig, Brighouse, West Yorks*



As jaw dropping as *Majora's Mask* is nothing will top the first time we saw Link riding Epona at the start of *Ocarina*. As for its position in the Top 100 though, that was based on votes from you the, readers.

RUNNER-UP

>> A cracking day out

Since Nintendo games are so popular why don't they build a Nintendo theme park? There could be thrilling rides, people dressed up as Nintendo stars like Samus, Mario or Donkey Kong. It would make a great day out! Jacob, via email

Just imagine if they made one that looked like the funfair in *Mario Sunshine* with a Yoshi carousel! Just beware the dodgy view from behind the big wheel!

>> Stop thief!

Joseph Gafton in issue #141 stole my idea for a third person/first person view for the Nintendo DS! I emailed this to you over two months ago and now I wonder if you

got my email. I find it unjust that he is now playing a *Pokémon Colosseum* when it could so easily have been me! James Parsons, via email
It doesn't mean to say we didn't like your idea! It's just that Joseph's idea arrived first and that's the one we used.

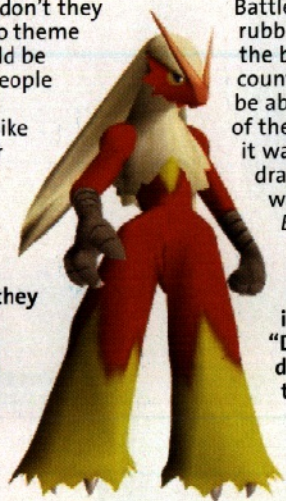
>> Critical hit!

The set up the *Pokémon Battlemaster 2004* was rubbish. You could be the best Trainer in the country but wouldn't be able to prove it 'cos of the first round where it was just a prize draw. What a stupid way to do it!

Beth Brown, Kirkby-In-Ashfield
We asked Nintendo and this is what they said:

"Due to the high demand to attend the events it was not possible to allow everyone to play in the first round - we had to have a selection process.

But the following rounds were played on *Pokémon Colosseum* on a knockout basis. We are sorry you didn't get the chance to enter, we will bear your comments in mind for any future events.



Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

* Its so annoying, i love gaming but my Game Cube is broken and i just found out how to get the DELUXE PICTOBOK on Wind Maker!

* can u get sonic on asbm cause it sez on da internet that u hav to get 20 on cruil neele but i ve done that already! any other way?

* I WANT FIRE EMBLEM! Release it now i cant wait any longer Plz Plz Plz? Marth n now kik ass on asbm!

* neele 2 2nd tut down in junes nintendo mag: i da best asbm player and i could kik ur ass wio marth any day so ha!

* why does mario hav brown hair + a black moustache

* the white pikmin is a beast

WHO IS THE NASTIEST EVER NINTENDO CHARACTER?

There are hundreds to choose from but which one gets your vote as the worst of the worst?

We're always arguing about who is the baddest Nintendo character here at *NOM Towers*. Are lizard-breath Bowser's meanest moments a thing of the past or does the thought of Meta Ridley instantly cause your guts to drop into your pants?

We shout at each other for hours; Mewtwo this, Ganon that but we still can't decide. That's where you come in. We don't want to know who is the hardest character, that was won by Chain Chomp back in issue 133, we want to know who is rotten to the core, who do you think would sell their own granny just to rule the universe. Every letter, email or text we get will go towards a future feature in *NOM* so your opinions really do count. The most unusual entries might even win a prize so get your thinking caps on while you're lazing on the beach!

Remember, it's the meanest ever baddy and why in 25 words. Don't forget to add your name and address, too!



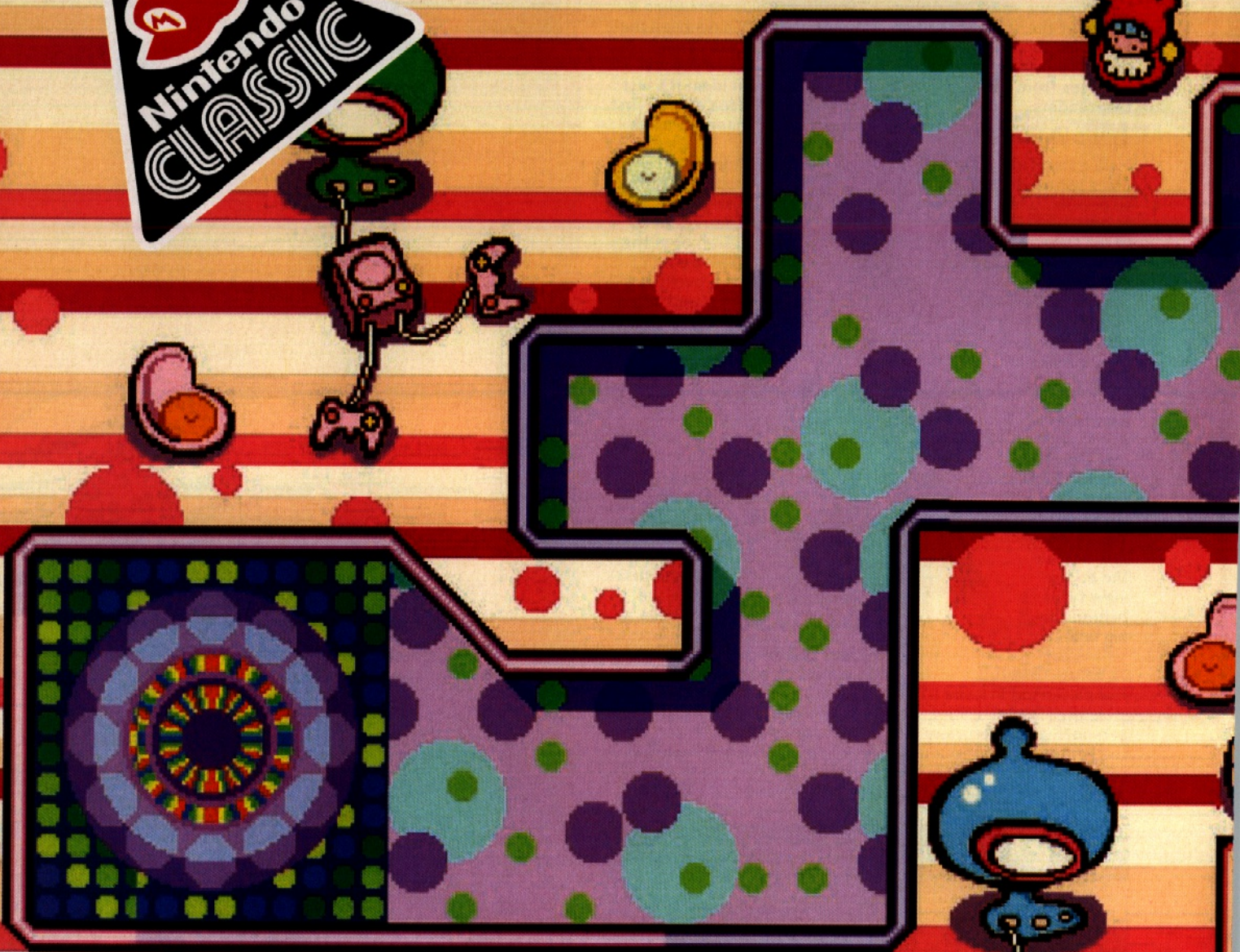
Let us know!

Email: tim.street@emap.com (mark your entry: Bad dude)

Post: The Baddest Dude in the Nintendo Universe Is..., Quill's Mail, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW

SMS: Send 'TXT', add a space then your text. Send it to 84070.

Don't forget to add your name and home address!



#8 Kururin Paradise

His name is Bobby, and he's from Tokyo. He's happy to rampage around the neon streets of the Japanese capital getting completely the wrong end of the stick for you, the readers of NOM. We could translate his ramblings into proper, coherent English, but really - where's the fun in that?



"Hello to Japan! In Bobby house, everything is broken. Me throw stick in lounge, and vases make noise of smash. Television is never work again either. Why I do this? Is Mr Policeman come to get me for painting dog yellow to look like the PIKACHU? NO WAY. It is because very powerful game KURURIN PARADISE. Is all about how stick spins. In game, when stick hit the wall the stick DIES. When Bobby throw stick at TV, TV DIES. Is so unrealistic, but very lot of fun. Have to be NINJA STICK-MOVER to get through each level, and even has BONUS ROUND like Balloon Trip mode from Famicom classic game Balloon Fight. There is game called KURU KURU KURUIN in shop in you country, but this is massive better. At end, it get so hard that Bobby think is not possible to be done. But come back after eating cheeseburger, and is EASIER. You feel like Mr Miyamoto genius when you get stick all around the maze. This is why Bobby say is favourite Game Boy Advance game ever."



Next Month

It's Animal Crossing!

Take a train ride to our town as we unlock the secrets of *Animal Crossing*! Meet Tom Nook, go fishing and write letters to pigs, cows, rabbits and dogs!



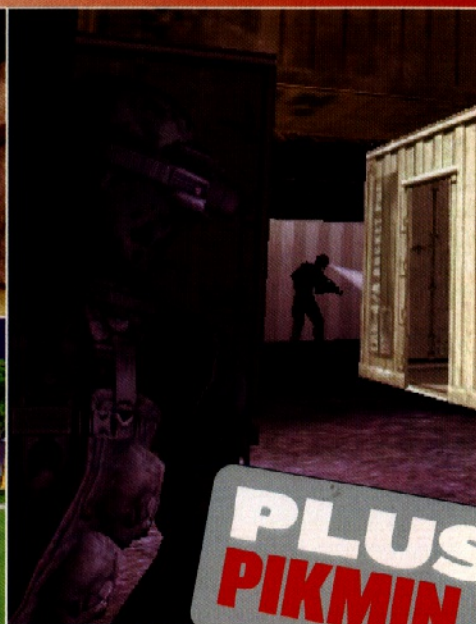
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chart	dance	kids tv
LEFT OUTSIDE ALONE - anastacia	COME WITH ME - special d	SCOOBY DOO
TOXIC - britney spears	TAKE ME TO THE... - E - linc vs u2	BANANA SPLITS
MANDY - westlife	FEELING FINE - ultrabeat	WINNIE THE POOH
NEVER FELT LIKE THIS - shaznay lewis	FLY ON THE WINGS - xtm	RHUBARB & CUSTARD
LEAVE RIGHT NOW - will young	PRETTY GREEN EYES - ultrabeat	HONG KONG PHOOEY
MYSTERIOUS GIRL - peter andre	RHYTHMIS A DANCE - snayy stone	LOONEY TUNES
5 COLOURS IN HER HAIR - mcfly	MASS DESTRUCTION - faithless	ITCHY & SCRATCHY SHOW
SUPERSTAR - jamelia	SATURDAY NIGHT - ud project	THE LITTLEST HOBO
CALL YOU SEXY - vs	IT CAN'T BE RIGHT - 2 play ft rag'naw	STOP THAT PIGEON
BLOOD SWEAT & TEARS - v	I LIKE IT - narcotic thrust	TRANSFORMERS
BREATHE THE EASY - blue	JIGGA JIGGA - scooter	essential tones
ALL DAY LONG I DREAM - jc chavez	SUNNY - boogie pimps	IN DA CLUB - 50 cent
BABY I LOVE U - jennifer lopez	SOMEBODY TO LOVE - boogie pimps	HEAVEN - dj sammy
MAD WORLD - m. anderson ft g. jiles	SUMMER JAM - ud project vs sancub	THE LOGICAL SONG - scooter
CRASHED THE WEDDING - busted	INSOMNIA - faithless	SATISFACTION - benney benassi
ALL THIS TIME - michelle mcmanus		DILEMMA - nelly ft kelly rowland
WHITE FLAG - dido		CRASHY IN LOVE - beyonce knowles
DRIVE - shannon noll		LOSE YOURSELF - eminem
WHAT ABOUT ME - shannon noll		CASTLES IN THE SKY - ian van dahl
AIR HOSTESS - busted		r & b
SINGLE - natasha bedingfield		F** IT I DON'T WANT - eamon
DON'T TELL ME - avril lavigne		IDONT WANT TO KNOW - marion winans
SO BEAUTIFUL - pete murray		YEAH - usher feat ludacris & lil jon
SUMMER SUNSHINE - the corrs		HOTEL - cassidy feat r. kelly
JUMP - girls aloud		THANK YOU - jamelia
WITH YOU - jessica simpson		DIP IT LOW - christina millan
NOT IN LOVE - enrique iglesias ft kelis		themes
MUSICOLOGY - prince		BIG BROTHER
hip hop		THE SIMPSONS
MY BAND - d12		MISSION IMPOSSIBLE
WHERE IS THE LOVE - the black eyed peas		ONLY FOOLS & HORSES
TRICK ME - kelis		EXORCIST
THROUGH DA WIRE - kanye west		PHOENIX NIGHTS
HEY YA - outkast		DIRTY DANCING
PUMP - 50 cent		ROCKY - main theme
GANGSTERS PARADISE - coolio		ROCKY - jogging theme
SHE WANTS TO MOVE - n.e.r.d		SEX & THE CITY - theme
HEY MAMA - the black eyed peas		I'LL BE THERE... - the rembrandts
MILKSHAKE - kelis		MUPPETS
SHUT UP - the black eyed peas		THE A TEAM
IF I CAN'T - 50 cent		GOOD BAD & THE UGLY
SLOW JAMZ - twista ft kanye west		AXEL F - beyerley hills cop
8 MILE - eminem		HALLOWEEN H20
X GONNIA GIVE IT TO YA - dmx		BENNY HILL
SUGA SUGA - baby bash feat frankie j		JAMES BOND
WANNIA GET TO KNOW YOU - gunit		KNIGHT RIDER
INTO YOU - fabulous		TOP GUN
99 PROBLEMS - jay z		PINK PANTHER
THE WAY YOU MOVE - outkast		THE OC - CALIFORNIA - phoenix planet
CH-HECK IT OUT - the bestie boys		STUCK IN THE... - stealers wheel
CALIFORNIA LOVE - dr dre and hucp		FOOTLOOSE
ONE CALL AWAY - chingy		BAD GIRLS
I KNOW WHAT... - busta ft mariah carey		THE TERMINATOR
		ALWAYS LOOK ON... - monty python

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BURN - usher	113800
ROSES - outkast	113806
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LET'S GET IT STARTED - the black eyed peas	113232
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BUBBLIN' - blue	113980
DOWN - blink 182	113944
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DRY YOUR EYES - the streets	114176
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TOUCH ME - angel city ft l. mcallen	113969
DO YA THINK I'M SEXY - the girls of flum	114179
HOW COME - d12	114169
SEE IT IN A BOY'S EYES - jamelia	113983
CAUGHT IN A MOMENT - sugababes	113979
MY HAPPY ENDING - avril lavigne	114136
IF I WERE YOU - candee jay	114168
REVOLUTION - blazin squad	114167
HAPPY PEOPLE - r. kelly	114184
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BAD ASS STRIPPA - jentina	114196
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EAT MY GOAL - Collapsed Lung	113356
NESSUN DORMA - Luciano Pavarotti	113863
MATCH OF THE DAY	111126
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PIGGO - Perfecto allstars	113257
GLORY GLORY - FOOTIE ANTHEM	111353
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LIFE OF RILEY - LIGHTNING SEEDS	112680
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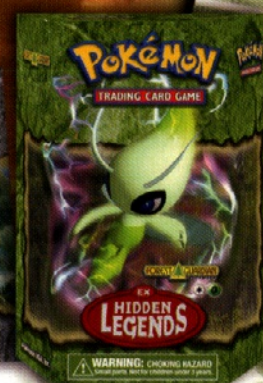
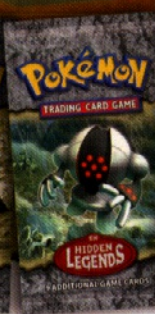
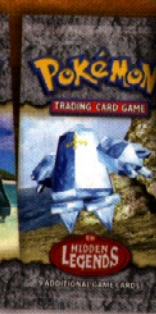
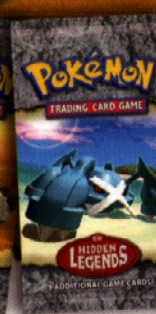


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